

INDUST 39

STAR WARS
INVADES THE STAR TREK GCG



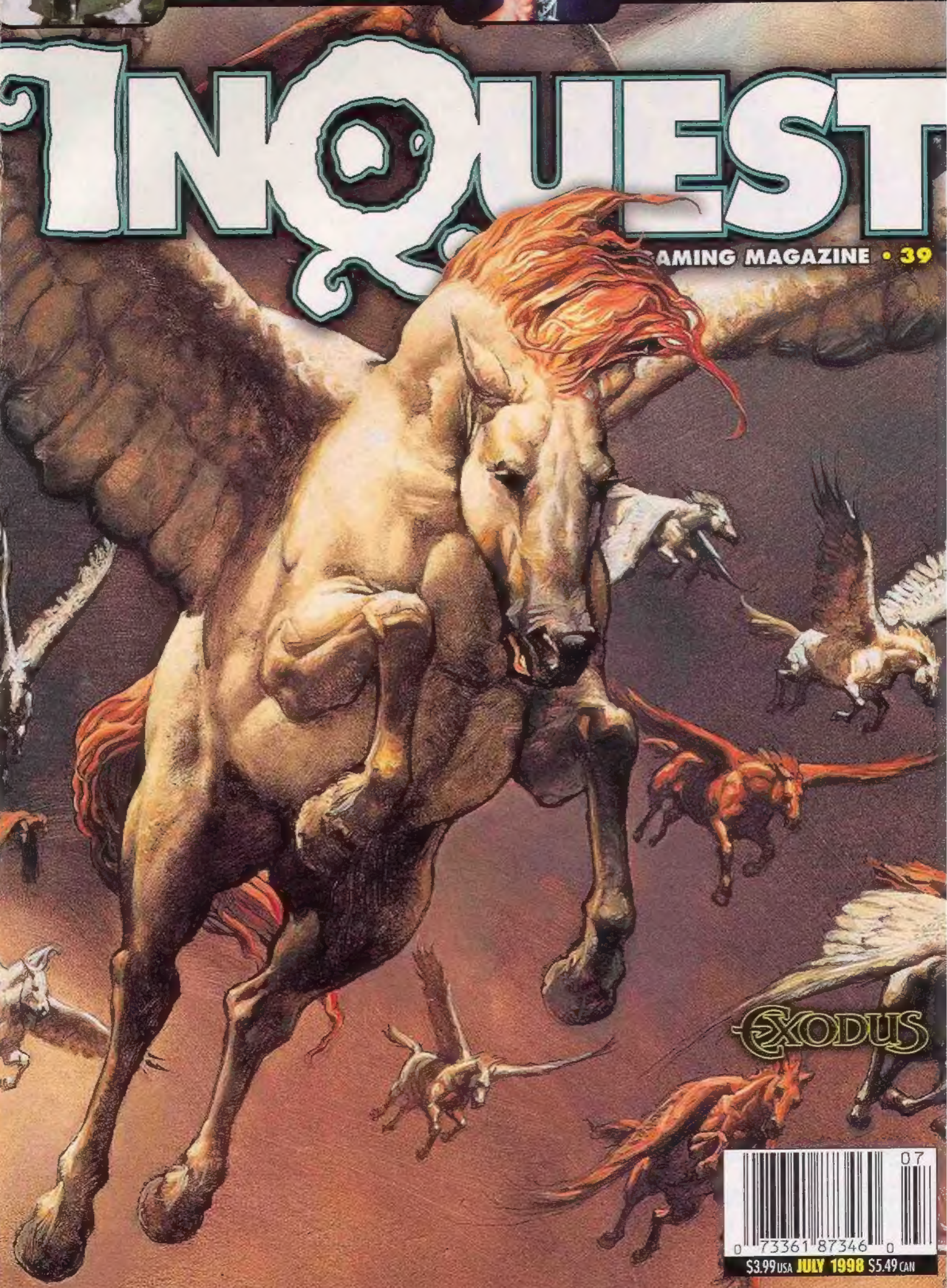
TERMINATORS
RPG ALIENS, PREDATORS & MORE

TNOQUEST

GAMING MAGAZINE • 39

EXODUS PREVIEW
STAR WARS VS. STAR TREK
RPG MOVIE MONSTERS
TOP MAGIC COMBO CARDS
GAMES WE DON'T WANT TO SEE

JULY 1998



EXODUS



\$3.99 USA JULY 1998 \$5.49 CAN

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Games we don't want to see.



On the Cover

Gracing this month's cover is the artwork for the Pegasus Stampede card by Mark Zug from *Magic's* upcoming *Exodus* set. For a sneak peek at a whole bunch of *Exodus* cards, turn to page 38.

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BEHIND the LINES

Never a Dull Moment



Photo: Paul Shiraldi

Give me a foosball and I'm happy. Around the office here, foosball—y'know, the tabletop game where little plastic guys spin to whack a plastic ball into the opposing soccer goal—is all the rage. We've got 16 teams in the Wizard Foosball League—Justice League and Injustice League divisions—and to get your name etched on a spiffy Stanley Cup-like trophy, you have to rough it out over a 12-week season, plus three rounds of grueling playoffs.

It was easier when I was a kid; I just kicked a real soccer ball around. And if I couldn't round up enough guys in the neighborhood to head up to the ball field to score some goals, I broke out the ol' rawhide mitt and chucked a baseball against the cement wall in front of my house. I even managed to zink it inside the chalk strike zone once in a while. For those rainy summer days when my friends and I were trapped inside, our family Atari served as the local arcade and we took turns launching Pong-like missiles at each other from our block-graphic *Combat* tanks. By the time I was allowed to ride my bike around town, I had scraped up enough change to visit our local drugstore and buy my first *Uncanny X-Men* comic book; I've been hooked on those four-color slugfests ever since.

My teenage years were devoted to *D&D*. After hearing of a fantasy game where you could play any hero you imagined, I rushed out and scored one of the early blue boxes,

pre-dice, with a bunch of cardboard counter chits to represent numbers. As high school approached, I had discovered other roleplaying games—*Champions*, *Top Secret*, *Gamma World*. Girls weren't too bad either.

You might ask yourself where all this is leading. I ask myself that same question every time I sit down to write one of these things. My point is: variety. Variety has made my life interesting, exciting, fun. Everyday's a new joy. I mean, how much fun is it to experience the same things over and over and over again?

The same idea can be applied to gaming: Go out and try a different game whenever you get a chance. That's how we discovered the current *InQuest* favorites—the *Doomtown* CCG, the *Titan: The Arena* card game, the *Legend of the Five Rings* RPG—and I'm sure that over time our favorites will change. Whether you buy that cool new game on the shelf or play your friend's closet classic, a different game each week will keep things fresh and prevent boredom from killing your gaming group. I'm not saying you should abandon your favorites, but I'd rather play back-to-back games of *Imajica* and *Spellfire* than a 1,000 straight games of *Magic*.

Mike Searle
Editor

INSIDE MY HEAD MIKE SEARLE

- Position:** Editor and staff surgeon.
- Physical Stuff:** 5'11". 170 lbs. Blue eyes. Blond hair. Optional beard.
- Intellectual Stuff:** IQ marginally greater than current *IQ* issue number.
- Games I'm playing:** *Magic*, *Doomtown*, *L5R*, *Ultima Online*, *Titan: The Arena*, *Tic Tac Toe*.
- Sports I'm playing:** Rollerblading, running, hiking, softball...and I wish I was in better shape.
- Books I'm reading:** Robert Jordan's "Wheel of Time" series, J.R.R. Tolkien's "Lord of the Rings," Philip K. Dick's *The Man in the High Castle* and anything Dr. Seuss.
- Music I'm listening to:** Sarah McLachlan, Love Spit Love's *Trysome Eatone*, Fury in the Slaughterhouse's *Mono*, Collective Soul and the soundtrack to "Metropolis."

WIZARD PRESS

the little elves who make *InQuest*

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Customer Service & Back Issues (914) 268-3594
 E-mail InQuestMag@aol.com
 America Online Keyword: InQuest
 World Wide Web <http://www.wizardpress.com>

InQuest The Gaming Magazine Volume 1, Issue #40 (ISSN 1083-924x) • Please direct all inquiries (concerning editorial information to *InQuest*) Editorial Department, 151 Wells Avenue, Congers, NY 10920-9068, or fax (914) 268-9053. • Please send all change of address and subscription inquiries to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. One-year subscription rate is \$29.95, Canada \$48.00, all other foreign \$70.00. All payment in U.S. funds only. • Any statements made, expressed or implied in *InQuest* are solely those of contributors or persons being interviewed and do not represent the editorial position of the publisher, who does not accept responsibility for such statements. All artwork is trademarked and © their respective owners. • Entire contents © 1997 Gareb Shamus Enterprises Inc. The *InQuest* logo is protected through trademark registration in the United States of America. Publication information may not be reproduced in part or whole in any form without prior written permission of Wizard Entertainment and Gareb S. Shamus. • *InQuest* is published monthly by Gareb Shamus Enterprises Inc., 151 Wells Avenue, Congers, NY 10920. Periodicals postage paid at Congers, NY, and additional mailing offices. Additional Standard (A) Postage paid at addresses. USPS Number: 013-208. Postmaster: Please send address changes to Wizard Entertainment, P.O. Box 656, Yorktown Heights, NY 10598. Made in USA.

Inquisition

DARK DAYS AT INQUEST

Man, this has been a rough month. First, we got a big stack of letters pointing out an error in issue #36's "Blast From the Past." (Gary Adams in Bloomington, MN: "There were four editions of Gamma World, not three. Aren't you ashamed?"). Next, for some reason, we got umpteen missives in praise of Spellfire (Spellfire?). But worst of all, at the bottom of the mailbag, reeking of mouse waffles, was this note: "I AM LEAVING YOU TO PLAY IN THE SPELFIRE INTERPLANATERY CHAMPINSHIP. GETT BENT. YOR FREN, COW NOSE."

Sob ... !

SMELLFIRE

I play many CCGs, including *Magic*, *Star Wars*, *Mythos*, *Legend of the Five Rings* and *Aliens/Predator*. But my favorite is *Spellfire*. I had to write this in response to the inaccurate, ignorant and ridiculous comments made about this great game. *Spellfire* is easy, inexpensive and fun. I have personally introduced *Spellfire* to approximately 20 people, who now play and purchase it on a regular basis. In fact, most often, the *Spellfire* tournaments at the local fantasy game store outdraw the *Magic* tournaments by a 2:1 ratio. And this is in a city with a large *Magic* following.

Michael Papineau-Couture
Alberta, Canada



Spellfire gets a lot of play value here at the office.

Are you kidding? I play with my *Spellfire* cards all the time. Watch this. One ...

I've been playing *Spellfire* since the game first hit the market. I'm also an established trader on the net and have contacted several other *Spellfire*-ers in regard to our chosen hobby. You might be interested to know that there have been four editions and 11 expansions, and that cards from the first edition are rising in value simply because no one held on to them. All chase set cards (numbered 1-25 and 401-440) are considered the rarest of the rare and sell for about \$5-\$20 each. TSR also issued three promo cards which were available only at GenCon. These cards sell for about \$10-\$30 each.

Aaron Kelley
Bainbridge, GA

... two, three ...

Spellfire rules. *InQuest*, on the other hand—let me see, how should I put this—bites.

Lee Chappel
Mesa, AZ

... four ... oh damn! It fell over.

MEXICAN TO GO

My family was taking a trip to a resort in Mexico. My brother and I realized we could not go that long without *Magic* or, for that matter, *InQuest*. Therefore, we loaded up a backpack with *Magic* cards and your magazine. After the flight, we were driven by van to our destination. Upon our arrival, in my eagerness to check out what would be my home for the next week, I left the backpack in the van. My collection vanished.

Don't misunderstand me. I'm not bitter. I'm hoping that, at the very least, I helped to spread my two favorite things, *Magic* and *InQuest*, around the world.

Tyler Woftus
Greenfield, WI

You mean, at this very moment, *InQuest* might be serving as a coaster in some slimy Mexican tequila bar? Cool!

DREAM DATE

I'm responding to the guy a couple of issues back who was bitching about females not playing games. There are those of us out here who play RPGs, CCGs, wargames, computer games and regular old card games who think the rest of the general female population are a bunch of driveling brainless idiots. I would hypoth-

PEN PALS

Get in touch with your fellow game fans! Send your name, address, e-mail address (if you've got one), age, gender and three favorite games to IQPenPals@aol.com or mail it to us at: I.Q. Pen Pals, c/o *InQuest*, 151 Wells Ave., Congers, NY 10920. Make a friend!

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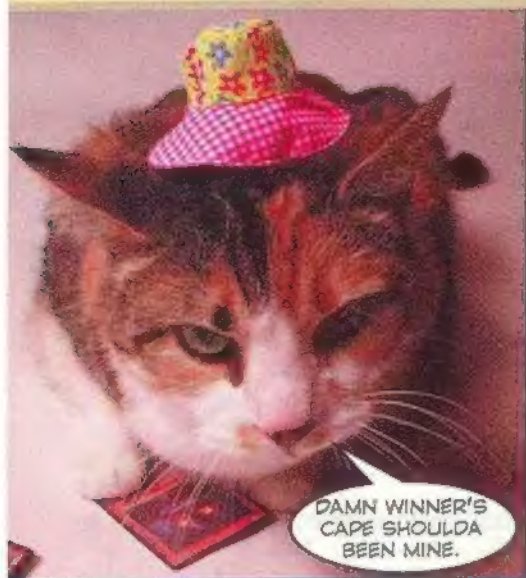
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KITTY LETTER

AWARDED EACH MONTH TO A LETTER THAT TICKLED OUR FANCY FOR NO APPARENT REASON



Every spring, a few of the girls and I take a poll of all the magazines we see the guys carrying at school. The magazine that looks the best to us becomes "Chosen Mag of the Year." Our plan is to buy every issue until we select another Chosen Mag for the next twelve month period.

This year's number three favorite was *Popular Science*. *InQuest* came in at number two. Number one was *Sports Illustrated*. However, after a few issues, we've finally decided that *Sports Illustrated* sucks. All you see in *Sports Illustrated* are guys with oversized muscles running around in spandex and girls who could be labeled as artificial life forms because of all the plastic surgery done to enhance their bodies. *InQuest*, therefore, is better, making it our Chosen Mag of the Year. So pat yourselves on the back for a job well done.

Oh yeah, one more thing: We love you, Cow Nose!

Jenny S. and the Cats of Paradox
Charlotte, NC

Does this mean we can't run a picture of Cow Nose in spandex?

esize that the general female population is like this because their parents, along with society, teach them from birth that it's okay to fit into the driveling brainless idiot mold.

Perhaps all of you complaining guys ought to go to a bunch of game shops in cities whenever they host tournaments. I'm sure you'd find some non-stereotypical females.

By the way, I've bought more edged weapons in the past four years than articles of clothing.

Kathryn Dotter
Norman, OK

You must be quite a challenging date.

WHO KILLED MAGIC?

I have determined there are two types of *Magic* people: the players and the collectors. Players try new cards in their decks just to see what they'll do. They build weird theme decks just for the fun of it. Collectors, on the other hand, buy as many expensive cards as they can. They would rather trade than play. They usually have only one, maybe two decks. Collectors also complain about *Wizards of the Coast* reprinting, restricting or banning their hard-to-get cards.

My friend says that players ruin the game. I say that, to collectors, *Magic* isn't a game at all but rather a variation on sports card collecting. Collectors are ruining *Magic* because if one of the big money cards they own is reprinted, they sell out and abandon the game. You will almost never see a player sell out because his card got reprinted. Players, not collectors, are what will keep this game alive.

Monte W. Lewis
Show Low, AZ

Actually, there's a third type: the subhuman anthropoids who scream and howl and beat their chests and ... wait a sec. Those are pro wrestlers.

STAR WORRIER

A while back, I read somewhere that Decipher will be publishing a set of cards based on the forthcoming "Star Wars" prequel. Then I read somewhere that this is only a

rumor. Well, which the hell is it? Find out. Tell us. Now.

Jeff Musingo
Ocala, FL

Yes sir! Sez Matt Mariani, Decipher Marketing Director: "We definitely, absolutely have the prequel license, and we'll be publishing sometime in 1999. We have the option of creating a brand new game; we're playing around with that right now."

SPELL CHEKER

In your "Riddle Me This" feature (*InQuest* #36), I found that once decoded, the secret message under the subtitle "Ciphers" is this: "CTHULU IS IN BASEMENT." Please note that the name "Cthulhu" is misspelled. All I ask is that you follow your own advice next time and check the spelling before publishing.

Daniel Lindell
Des Moines, IA

Wrong! The secret message refers to the Wizard Entertainment plumber, Irving Cthulu.

WHINE AND ROSES

I'm tired of all these whiners complaining about "I can't afford any Moxes" or "I can't afford the Black Lotus." I have a solution for you. Go out and get *Duel of the Planeswalkers* from Microprose for the personal computer. You get all the Moxes and Black Lotuses you want, you get a ranking against other players and you get to play on-line. Everyone has access to the same cards and, what's more, you get to go up against a ton of different decks and opponents.

Fronobulak
Silicon Valley, CA

Let's see ... a couple of thousand for a computer, 50 bucks for the game, maybe 20 a month for an on-line service ... hey, what a great money-saving idea!

DORKISM

How come people into gaming say they're not dorks? I'm a dork, you're a dork, we're all dorks! And who gives a rat's ass what

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IN SEARCH OF...

...models



RICK SWAN SEEKS REAL ANSWERS TO STUPID QUESTIONS

TO: Say You'll Be There,
Spice Girls fan club
London, England

Dear Folks:

I'm an artist for Wizards of the Coast. I'm interested in hiring one of the Spice Girls to pose for a picture on one of our playing cards, maybe Coffin Queen or Servant of Volrath. I'm not really after any particular girl, so whichever one you'd recommend I'm sure I could use, except maybe Scary Spice because she's too creepy.

Yours truly,
Rick Swan

Well, there is absolutely no way you can hire a Spice Girl. Just use photos of them. I think Posh Spice would make a good Coffin Queen and Baby Spice could be a Servant of Volrath.

Ian Mann
Say You'll Be There

MORE LETTERS

we look like? Does this mean that buttweasel Joe Coleman ("NOT-A-DORK," "Inquisition," *InQuest* #35) who says he isn't a dork and claims he looks like Brad Pitt is any better than other gamers? No. He's the same. He plays a dork game. Therefore, he is a dork. All the ugly or fat people are obviously dorks, but so are the suave-type people. Don't you think?

A.J. Klausling
New York, NY

Interesting question. I was going to ask the suave-types on the InQuest staff, but they were busy force-feeding doughnuts to themselves, then attempting to autograph paychecks with the upchucked Boston cream. So I'll ask them later.

STORY TIME

I think *Magic* is the best CCG out there. When I first started playing with my friends, I thought it was a kid's game, but after awhile I started to get into it. Now, I see a little story in my head every time I play, like I picture a big huge wall blocking my ground creatures. What do you see in your heads when you play?

Mund Deyarmin
Altoona, PA

Well, I see myself doing a nude cha-cha in front of 100 jeering Serra Angles. But that's just me.

ICH BIN EIN SCHWEIN

Here, for your enjoyment, are a few of your favorite phrases translated into German.

ENGLISH	GERMAN
Cow Nose the Cat	Kuh Nase
buttweasel	die Katze
Rick Swine	ashwiesel
	Rick Schwein

Bob Stevens
New York, NY

Danke, Herr Ashwiesel.

BLANKENSTEIN

I just reread all of my back issues of *InQuest*. I like to remember what I was doing when I first heard Princess Di was dead or, more importantly, when *Ice Age* was banned from Type II. I'm going to start keeping a journal in all the blank spots in the mag, so when I look back,

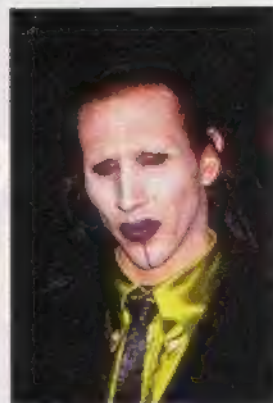
I can see what I was doing when different things were going on. You know, if you left a blank page or two in every issue, it'd be easier for readers to record the details of their lives in their favorite magazine.

Ben Feist
Neillsville, WI

Coming soon: the all-blank InQuest, featuring a pin-up of the Air Elemental, a behind-the-scenes peek at the Invisible Stalker and, of course, the top 10 Spellfire cards.

KISS ME, MARILYN

I am a longtime dice-chucker and card-flipper, and what people say about *Magic* being the work of the devil is just preposterous. The people who made *Magic* a success should be given a nice pat on the back and a handshake. At my school, you can't take roleplaying sheets, *Magic* cards or dice to school. If you do, you get detention or sent to



Marilyn from cartoon of Rick Swan/Firecat

the office. Most of my teachers don't even approve of reading *InQuest*, probably because of Rick Swine ... uh, Swan.

Also, people think Marilyn Manson plays *Magic* because it's satanic.

Wayne Giles
Independence, MO

Boy, are they stupid. Everybody knows Marilyn Manson plays Magic because of the naked pictures.

SWIPING SWAN

My sister adores Rick Swan's "Swan Song" section. The bad thing is, she keeps taking my magazine. Could you move it from the back of the mag to the front or the middle or even one page over? Then she couldn't find it.

Frank Olmstead
Indianapolis, IN

We'll do better than that. On your copy of the next issue, we'll print the entire thing—get this—upside down.

CARD CREATIONS

It's always darkest just before the dawn... or just before you fall through a superdense hole in space. Although we personally would've pictured Maximilian from the 1970s Disney movie "The Black Hole," James Kight of Winston-Salem will score a couple of the *Stronghold* preconstructed decks for his own particular vision.

GRAND PRIZE WINNER

BLACK HOLE

James Kight
Winston-Salem, NC



CONTEST WINNERS

• "Oh baby Oh baby Oh baby..."

At least, those are the sweet nothings that we around the bullpen think Jabba was speaking softly in Leia's ear (nibble, nibble) for the "What's Jabba Whispering?" contest.

Jay Earle of Decatur, Ga. saw things differently. He walks—or in Jabba's case, slithers—away with a complete set of the new *Jabba's Palace* expansion for the *Star Wars CCG*. Additionally, 15 other Jedi-wannabes scored a Bantha-load of boosters.

• Man! That's a crapload of *AD&D* stuff! Everything related to dragons, dungeons or both that comes out from TSR in 1998 will go to Matt Kennington of Talking Rock, Ga. He proved himself to be a walking arsenal in our "Arm Yourself" contest and walks away with the grand prize. Seven other potential bad-asses wound up with a bunch of Jakandor swag and *AD&D* CD-ROMs.



BALANCING ACT

I used to be one of those diehard *Magic* fans who thought it was the best thing since sliced bread. Then, right after *Homelands* came out, I was exposed to *Middle-earth: The Wizards*. And you know what? *Middle-earth* is a much better game. Why? Because it's balanced. In *Magic*, there are cards so powerful, they wreck the game. Sure, there are powerful cards in *Middle-earth*, but every card has a counter card. The One Ring can win you the game, but there are a ton of commons that can stop it. The Will of Sauron may seem too powerful, but again, a simple common card can get rid of it, providing a much better playing experience.

Eli Margolese-Malin
Chapel Hill, NC

Middle-earth is pretty good, but I don't know if I'd call it balanced. For instance, I once tried to perch the Will of Sauron on Cow Nose's snout, but the damn thing kept falling off.

NOW YOU SEE IT

I was thumbing through issue #36 and happened to notice a mention of Meta-Deck Protectors on page 102. There were some nice cards lined along the bottom in Deck Protector sleeves. Let's see, we have Chaos Orb, City of Brass, Demonic Tutor, Savannah and... what's this? Sauron?!? One of your "Legends of Lore" characters from issue #29! Nice try, you Meta-Weenies.

Rob Rouland
Vienna, Austria

Okay, you caught us. But did you happen to notice the Invisible Stalker just to the right of the Chaos Orb?

SOUP'S ON

I love Rick Swan. One day a year, I eat a swan in his honor.

Tiago Ferreira
Faro, Portugal

Good thing my name isn't "Rick Rottingsowguts."

CUTIE PIE

How come Mike Searle is the only cute guy at *InQuest*?

Kate Griffin
Carlsbad, CA

Okay, maybe Mike's the cutest. But when it came to Miss Congeniality, I kicked his ass.

Well, well, what's this? Cow Nose has dragged her mangy butt back home! Guess there isn't such as thing as a "Spelfire Interplanetary Championship." And it looks like I'm going to have to spend the weekend teaching that dumb cat to spel. See ya next time!

SEND YER LETTERS TO:

InQuestMag@aol.com or

INQUISITION

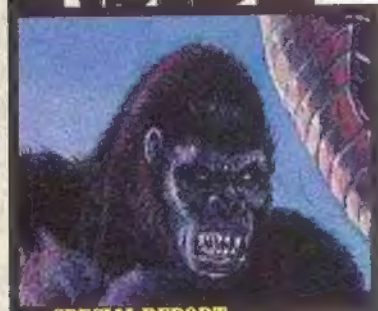
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Gongers, NY 10920

Include your full name, mailing address and phone number in all letters. Some letters may be edited for space and clarity.

TO news

INSIDE



SPECIAL REPORT

Pro Tour: New York.
Page 16.



Roleplaying Bible.
Page 18.



New Edition Fever.
Page 24.

Building a Better *BattleTech*

The *BattleTech* Trading Card Game (TCG) is getting a spiffy new paint job. This July Wizards of the Coast will release the *Commander's Edition*, a version of the basic set with completely redesigned cards.

"This is the game we ideally would have put out the first time around," said Assistant Brand Manager Michael Brooks. The *Commander's Edition* is the third release of the basic game, following the limited and unlimited versions. However, it's much more than a reprint set. While it includes cards from the original sets, there are also cards from the first four expansions. Cards that were broken or less useful were rotated out to make room for the new cards.

To better capture the feel of FASA's *BattleTech* universe, the new cards have more dynamic layouts and color has been added to liven up the backgrounds and to make it easier to distinguish cards by type. But the new set—which will premiere at the Origins Game Fair in July—has much more than just cosmetic changes.

WotC has also adopted more user-friendly packaging. Cards are available in either semi-preconstructed starter decks or randomized booster packs. There are eight starter decks—four Clan (Ghost Bear, Jade Falcons, Smoke Jaguar and Wolf) and four Inner Sphere (ComStar, Davion, Korita and Steiner). Each starter deck contains a faction-specific card; these "high command" cards are only available in starters. With each starter deck you also receive a six-sided die, metal counters and a full-size rulebook. The

new rulebooks include original fiction that gives insight into the factions and their part in the *BattleTech* universe. The 60-card starters will retail for \$8.99 and 15-card booster packs for \$2.99.

Another new addition to the game are homeworlds. The back of each starter box now represents that faction's homeworld. As in the games *Doomtown* and *Legend of the Five Rings*, you begin the game with your starter box in play and it grants your faction a strategic advantage.

Also, in an effort to bring players more into the established *BattleTech* universe, the setting of the card game is now tied directly into what FASA is doing with their *BattleTech* games. The card mix and flavor text in the *Commander's Edition* update the game to the year 3058 and future expansions will correspond with FASA's latest plot lines.

Wizards of the Coast is committed to giving the *BattleTech* TCG full support. Over the next few months there will be numerous

sanctioned tournaments, including a series of national and international, culminating in the 1998 World Championships, which will be held this August at GenCon. *Crusade*, the first expansion to follow the redesign, is due out in November.

So how does all this affect players who own the old cards? Not much. The card backs are the same, making the sets fully interchangeable. More importantly, the pre-constructed starter decks should help bring more players into the game. "This is the point for new players to pick their faction and get in on the action," said Brooks. ■ Jeff Hannes



Redesigned *BattleTech* cards reflect the high-tech future the game takes place in.

PLUS:

- Nebula Award Winners. Page 18.
- RPG Meets Wall Street. Page 22.

Finkel... Finally

While preparing for Pro Tour New York at a local game shop one of the younger players asked me: "Who's the best player in the world?" I responded with: "It's tough to say whether there is any one player who is better than the rest, but I'd say Jon Finkel is the most consistent." He wasn't satisfied with my answer, commenting, "But he hasn't even won a Pro Tour."

As the saying goes: That was then, this is now. Jon Finkel finally scored a Pro Tour win at Pro Tour New York held the weekend of 17-19 April, 1998.

Six times previously Finkel, 19, from Fanwood, New Jersey, had made the top 32 of a Pro Tour event, reaching as high as the semifinals of Pro Tour Chicago. But it took until the third Pro Tour held in the Big Apple for him to win the big one. "I can't believe I finally did it. I was feeling a lot of pressure," he said after winning.

Held at The Armory in Manhattan, *Magic Pro Tour New York* featured a booster draft format using two packs of *Tempest* and one pack of *Stronghold* for each draft round. Over three days, the top eight finishers had to draft five times.

Through the 14 rounds of Swiss-style play, Finkel went 12-1-1 and became the first player ever to win a Pro Tour when seeded first going into the top eight. He drafted blue and black at the end and made good use of the power cards Grave Pact and Tradewind Rider. "I was pretty lucky that I opened two really powerful rares in the colors I like," Finkel said about the final draft.



Finkel, now sporting orange hair, faced Dominick Crapuchettes in the final match.

His finals game against Dominick Crapuchettes was not close. The most important match of the tournament turned out to be a semi-final match against his long-time hometown rival David Bachmann, who was making his second semi-final appearance in a row. Bachmann had managed an extremely powerful draft deck including cards like Rolling Thunder, Lightning Blast and Fanning the Flames. Finkel won a very close game five when he drew a Rats of Rath, whose ability to destroy its owner's artifacts, creatures or land combos very well with Grave Pact, which forces your opponent to destroy

JON FINKEL'S TOP EIGHT DRAFT DECK

BLACK
 Clot Sliver
 Coercion
 Dauthi Horror
 Diabolic Edict
 Evincar's Justice
 Foul Imp
 Grave Pact
 Gravedigger (x2)
 Kezzerdrix
 Spinal Graft
 Torment
 Swamp (x9)

BLUE
 Mana Leak (x2)
 Mnemonic Sliver
 Power Sink
 Sift
 Thalagos Deceiver
 Time Ebb
 Tradewind Rider
 Whispers of the Muse
 Wind Drake
 Island (x7)

GOLD
 Hibernation Sliver

ARTIFACT
 Scroll Rack

a creature every time you lose one. In the end Finkel was able to bury two of his creatures, forcing Bachmann to do the same, removing Bachmann's blockers in the process. Slamming the rats on the table with a wide grin, Finkel removed a pacified creature from play, and then smiled as his Kezzerdrix stormed through for the final four points of damage, and the match.

Notable in this Pro Tour were the strong showings of many established players. The top eight included Dominick Crapuchettes, Casey McCarrel, semifinalists John Chinnock and David Bachmann (both of whom have previously finished in the top eight), and quarterfinalists Nate Clarke, Truc Bui and Mark Justice (all of whom have seen top eight action before).

A dark spot on this tour was that one of the world's highest profile players was accused of stacking his deck while preparing for an important match. The players who say they saw it happen did not immediately report their observations to the judge. It is not known if the cheating actually took place, and probably never will be. The player in question has denied all accusations and was not penalized. ■ Gary Wise



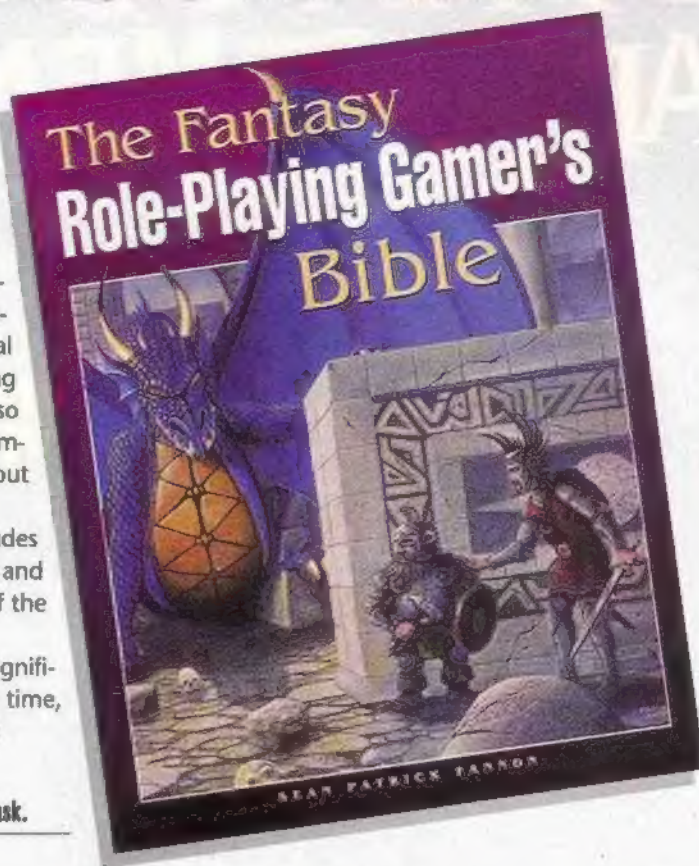
Roleplayer's Bible to Return

Palladium Books, publishers of RPGs like *Rifts*, will release the second edition of *The Fantasy Role-Playing Gamer's Bible* early next year. "Bible" author and gaming insider Sean Patrick Fannon jokingly describes his book as "Everything you ever wanted to know about gaming, but thought you'd sound like a geek if you asked," and he's thrilled that it's finally returning to print.

Originally published by Prima in 1996, *The Fantasy Role-Playing Gamer's Bible* was only distributed to major retail bookstores, rather than game stores, so it never reached its real audience. "Once I got the rights back, I was actually thinking of putting the whole manuscript on-line someplace, just so people could finally see it," Fannon said. "Then Kevin Siembieda (president of Palladium Books) approached me about updating it and publishing a second edition."

In addition to covering roleplaying basics, the book includes a history of the RPG business and a "game-opedia" of RPGs and gamer slang. Fannon said, "I wanted it to be fun instead of the usual dry list."

The new edition will include an updated history, with significant reorganization and revision of other sections. At this time, format and price haven't been determined. ■ Charlene Brusso



Everything you ever wanted to know about roleplaying but felt too geeky to ask.

Best of Science Fiction

The Nebula Awards for the best science fiction writing of 1997 were presented the evening of May 2 in Santa Fe, New Mexico. Unlike the Hugo Awards, which are voted on by fans, the Nebulas are voted on by the members of the Science Fiction and Fantasy Writers of America (SFWA).

More than 200 SF writers, editors and publishers packed the banquet room of the Hotel Santa Fe for this year's bash. Spirits were high—in spite of a failure in the hotel's air conditioning system. Attendees dined on buffalo steak and other Native American dishes, then sat back nervously for the awards. Allen Steele, whose novella "...Where Angels Fear To Tread" was on the ballot for Best Novella, echoed the sentiments of several other nominees when he said, "If I win, I plan to get royally drunk. Even more so if I lose."

Craig Engler of *SF Weekly* noted that all the nominees were especially strong this year. No one was willing to go out on a limb and predict who would win. The only "sure" thing was that venerable best-selling author Poul Anderson would be named as Grand Master: a title granted by SFWA to the most successful writers in the field.

When it was over, Vonda McIntyre had captured the Best Novel Nebula for *The Moon and The Sun*, an alternate history set in the court of King Louis XIV. Jerry Olftion's "Abandon In Place," a story about a ghost-rocket that revitalizes the U.S. Space Program, won for Best Novella.

■ Charlene Brusso

NEBULA WINNERS

BEST NOVEL

The Moon and The Sun by Vonda N. McIntyre

BEST NOVELLA

"Abandon In Place" by Jerry Olftion

BEST NOVELETTE

"The Flowers of Aulit Prison" by Nancy Kress

BEST SHORT STORY

"Sister Emily's Lightship" by Jane Yolen

SFWA GRAND MASTER

Poul Anderson

WE LOOKED IT UP



PESTILENCE (Pestolentz)

1. Any widespread, often fatal, infectious or contagious disease, such as cholera or the bubonic plague. 2. One of the four horsemen of the apocalypse, along with War, Famine and Death. 3. Black Magic enchantment that does one point of damage to all creatures and players for each ♣ pumped into it. 4. The eerie quiet after the exterminator has visited your house.

MAGIC DISSECTED

Cantrippin'

Cantrips are cards which—while not a primary function—allow players of the card to draw a card. Spells like *Ancestral Recall* or *Brainseizer* are not cantrips because these have drawing as their primary function. They do include cards like *Touch of Vitae* and *Abeyance*, both of which do something besides allowing you to draw a card.

Color	Average IQ	Power Rating	Number
BLUE	2.0		21
BLACK	2.3	11	
GREEN	1.8	10	
RED	2.1	10	
ARTIFACTS	2.4	8	
TOTAL			72

■ Tom Huskey

MAGIC PLAYER OF THE MONTH

JON FINKEL, 19, from Fanwood, New Jersey
DCI STANDARD RATING: 2021 (6th in world)

SECRET OF MY SUCCESS? I just like playing *Magic* a little too much for my own good. I also have an analytical mind, which is good for *Magic*.

FAVORITE COMBO IN BOOSTER DRAFT? I don't usually like combos in booster draft, so I'd have to say my favorite combo is *Spinal Graft(s)* with multiple targeting permanents. It makes *Spinal Graft* into a very versatile card.

MOST POWERFUL CARD IN STANDARD? *Cursed Scroll*

FAVORITE TV SHOW? *Seinfeld*

KINDA CAR I DRIVE? 92 Mitsubishi Mirage

IF I WERE AN ANIMAL I'D BE AN: Eagle. Being able to fly would be amazing.

BIO IN BRIEF: Don't panic! Yes, Jon Finkel's smiling face stared out at you from this space a mere two months ago. But *InQuest* isn't doing reruns. It's just that Jon is the first player to twice rank as *InQuest's* Magic Player of the Month. You last saw him here in issue #37 after he'd won the Rio De Janeiro (Brazil) Grand Prix. Well, he's here again after winning Pro Tour New York this past April (see this issue's Special Report on page 16). Finkel now has 12 Pro Tours (three as a junior) to his credit and has accumulated enough Pro Tour points to assure him a spot at this August's world championships.



Photo courtesy of Wizard of the Coast

Game Companies Going Exclusive

Getting your hands on the latest *Xena* RPG module, *Middle-earth* CCG expansion or *Dark Conspiracy* sourcebook may have just gotten tougher. The companies that make these products have all announced exclusive distribution deals.

Ken Whitman, president of Archangel Entertainment, publishers of the *Groo* card game and *Zero* and *Dark Conspiracy* RPGs, said at the Game Manufacturers Association (GAMA) trade show that Archangel plans to distribute exclusively through Chessex in the United States.

Iron Crown Enterprises (ICE), publishers of the *Middle-earth* and *Warlords* CCGs, also announced a distribution deal with Chessex but it's "a hybrid posture," according to ICE president Peter Fenlon. "We're not going exclusive, we're more or less going direct using Berkeley and Chessex as fulfillment partners," he said.

And West End Games is also making a move. "We have signed an exclusive deal with Chessex," West End Games President Scott Palter said, "but it is for *Hercules* and *Xena* [RPGs] only."

Why are game companies making these moves? According to Palter, "We've changed our method of selling from passive to active. I believe this will give us better sales, especially



To get ICE products like the *Middle-earth* CCG retailers will have to go through Chessex, Berkeley or deal directly with ICE.

of backlist, and also will give us better in-store support." Fenlon agreed, saying: "The gamer is going to see more demos and more product."

Steve Jackson of Steve Jackson Games disagrees. "It's hard for me to believe that they could be getting better sales or service by refusing to sell to other distributors," he said. "But I don't know the terms of the deals."

Palter admits that the deal may have some pitfalls, such as the loss of business from other distributors, but is confident that it will ultimately result in "better distribution, with more intelligent marketing partnerships of manufacturers, distributors and retailers."

Bottom line—what does this mean for gaming fans? "There may be fewer stores with our products," Palter admits. "But the stores that do carry our line will offer much better product selection, in-store support and events," he said.

"It will probably make some of their games harder to find," counters Jackson. "Retailers who don't find the right distributor just won't have the line." ■ Chuck Bednar & Tom Slizewski

Art by © Iron Crown Enterprises

BEST SELLERS

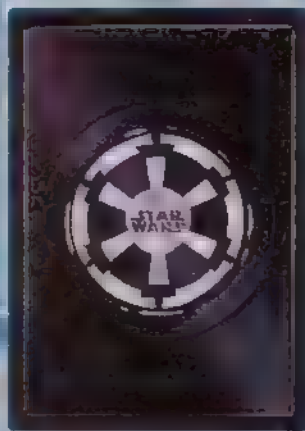
TOP 10 CGCS

1. *Magic: The Gathering*
2. *Babylon 5*
3. *Star Wars*
4. *Legend of the Five Rings*
5. *Aliens/Predator*
6. *BattleTech*
7. *Star Trek: TNG*
8. *Shadowrun*
9. *Middle-earth*
10. *Highlander*

TOP 10 RPGS

1. *Advanced Dungeons & Dragons*
2. *Vampire*
3. *Rifts*
4. *Star Wars: The RPG*
5. *Shadowrun*
6. *Deadlands*
7. *GURPS*
8. *Werewolf*
9. *Mage*
10. *Trinity*

BIGGEST MOVER



RPG Meets Wall Street

Speculative fiction is taking on a whole new meaning at Issaries Corporation, which is selling "stock" in its new *Glorantha* roleplaying game.

Founded this past February by Chaosium president Greg Stafford, Issaries Corp. was set up to bring back one of roleplaying's first worlds: *Glorantha*, setting of the original *RuneQuest* RPG released in 1977.

"*Glorantha* is a unique fantasy world whose deep mythological basis—accumulated for over 22 years of writing—offers depths unparalleled in fantasy literature," says Stafford. His plan calls for Issaries to debut the newcomer-friendly *Glorantha: An Introduction*, by Stafford and Rob Heinsoo in January 1999. Spring 1999 should see *The Hero Wars*, a *Glorantha*-based RPG by Robin Laws (*Shadowfist*, *Feng Shui*). "This is the game we used to call *HeroQuest*," says Stafford, referring to the nigh-legendary game originally announced in 1978. Regular bimonthly supplements and a licensed computer game arrive later in 1999.

Issaries, named for the *Glorantha* god of trade and communication, hopes to raise the money it needs by selling \$100 shares of stock to *Glorantha*'s loyal "tribe" of fans. Interested? Act fast: A thousand shares will be sold, and Stafford says he has already received more than 500 inquiries. Check out Issaries' website at <http://www.glorantha.com/issaries.html> or contact Stafford at (510) 595-2440 (serious inquiries only). ■ Beth Fischl



"But officer, swapping *Glorantha* supplements isn't insider trading."

BLAST FROM THE PAST

NAME: *TUNNELS & TROLLS*

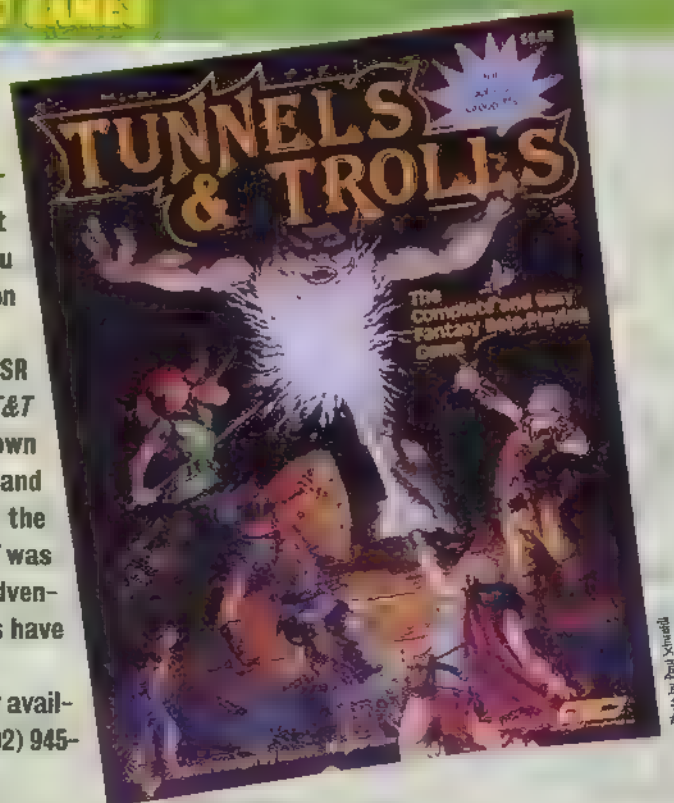
ORIGIN: Flying Buffalo, 1975

TYPE: Fantasy roleplaying game

CONCEPT: Roleplaying is fun, number-crunching isn't. *T&T* was targeted at people who liked the idea of roleplaying but hated the math. Most monsters have only one number, you use only six-sided dice and cumbersome mechanics like weapon speed modifiers and alignment don't exist.

LEGACY: Simplicity and creativity. *T&T* was the first non-TSR roleplaying game and didn't get much support. To make a *T&T* campaign sing the GM had to be creative by making up his own adventures, monsters, magic items or liberally borrowing and adapting them from better supported systems. But since the game's mechanics are so simple this wasn't difficult. *T&T* was also the first RPG to have solitaire (and often whimsical) adventures released for it. To date more than 30 such adventures have been published.

AVAILABILITY: The 5th edition, published in 1979, is widely available and can still be ordered directly from the publisher at (602) 945-6917 or www.flyingbuffalo.com ■ Tom Slizewski





NEWS BITES

Once I sneezed and my head blew clean off."

Decipher's *Star Wars* CCG Special Edition expansion, due out in November, will have fixed starter decks and be playable out of the box. It will also include the long-awaited second edition rules.

Decipher is sponsoring beginner tournaments for the *Star Wars* CCG. New players only will have access to the tournaments. But Decipher is inviting established players to take part in the event as "mentors" for new players. The winning player and "mentor" from each tournament will win exclusive prizes and be entered in a drawing for an all-expense paid trip to Decipher HQ.

Cactus Game Design is planning to rework the starter decks of its biblical CCG *Redemption* with new and improved cards, prior to the release of their next expansion, *Warriors*.

Steve Jackson Games (SJG) announced it is developing a *Gaps* CD-ROM.

The next expansion to SJG's *Illuminati* CCG will be titled *Bavarian Fire Drill* and is due out this November.

This winter, Activision is planning to release an action/RPG CD-ROM game based on Five Rings Publishing's popular card and roleplaying game *LSR*. Titled *Legend of the Five Rings: Ronin*, players take the role of a young samurai who must travel to seven cities, training in magic and the fighting art of Kenjutsu, to rebuild an artifact that will help defeat an evil creature.

Red Orb Entertainment is developing a 3D sequel to *Prince of Persia*, for release early next year.

Psygnosis will release a sequel to the classic strategy game *Sentinel* this August, for the Sony PlayStation and PC, which filmmaker John Carpenter ("Halloween," "Escape from New York") will score.

Virgin Interactive's upcoming action-shooter *Recoil* puts you in control of a futuristic vehicle that can morph between a rapid-motion tank, hovercraft, amphibious war machine and submersible.

The creators of *X-COM* are working on Virgin Interactive's *Duel: The Mage Wars*, a PC game where players must learn to summon creatures to survive an alternate reality. 36 players will be able to compete against one another in *Duel*.

Interplay will release *Star Trek: Starfleet Command*, the first-ever *Star Trek* strategy game for the PC. The real-time game uses footage from the classic "Star Trek" TV series and films, and allows gamers to compete as Federation, Klingon, Romulan, or other unrevealed races, in single or multi-player games. Interplay will also release the Klingon version of its *Starfleet Academy* series, *Klingon Academy*, this October.

DragonLance creators Margaret Weis and Tracy Hickman recently turned in the first manuscript for their new epic fantasy trilogy to Del Rey, and have begun writing the third novel in the *Starshield* series.

Game company Interplay has a new film division working on bringing its popular video games to the screen. Games that stand a chance at being turned into TV or film projects include *Descent*, *Stonekeep*, *Carmageddon*, *Redneck Rampage*, and *Fallout*.

TNT has picked up the Oliver Stone-executive produced *Witchblade* series, based on Top Cow's comic series of the same name. Look for it to debut in the '98-99 season, with a two-hour episode.

NBC was unable to find a leading lady for its *Wonder Woman* series, and has pushed its launch back to midseason '99.

Sam Hamm, writer of the first Batman film, has been brought in to re-write the *Fantastic Four* feature film that Chris ("Home Alone," "Mrs. Doubtfire") Columbus is set to direct for Fox.

Warner Bros. is rumored to be considering casting Kurt Russell in its next *Batman* film.

Warner Bros. has shelved its live-action *Superman* film, blaming its \$125-million budget, and script problems.

Joss Whedon is developing a spin-off series to "Buffy the Vampire Slayer" for the WB Network.

Universal is developing a feature film based on Ray Bradbury's sci-fi novel "The Martian Chronicles," for release in 1999. Republic Pictures has launched a website for its video release of the Fox vampire series "Kindred: The Embraced," based on the White Wolf's Vampire mythos. Fans can get info on the characters, clans, storylines, and info on the unreleased episode. www.kindredemb.com

Fox has ordered 13 episodes of a new animated series from "Simpsons" creator Matt Groening titled "Futura." Expected to premiere after next year's Super Bowl, it's a sci-fi comedy about an Earth man frozen in time, who wakes up hundreds of years in the future and teams up with a group of aliens.

"South Park" creators Trey Parker and Matt Stone have renegotiated their contract with Comedy Central, guaranteeing their involvement with the show for at least another 50 episodes, well through the year 2000.

Parker and Stone are also currently working on a "South Park" feature film, which they guarantee will carry an R rating.

By Sean (SeanJordan@aol.com) Jordan & the InQuest staff

New Edition Fever Strikes

This year, everything old is new again. As the millennium draws to a close, game companies are polishing up their lines and releasing new editions of classic games. *Shadowrun*, *RuneQuest*, *Vampire* and even mainstays like *Call of Cthulhu* and *BattleTech* are being reworked. But why the sudden rush to rewrite?

One thing it has little to do with is the rules. Although specific systems might be changed, like the magic rules for both *Call of Cthulhu* and *Shadowrun*, or the virtues in *Vampire*, the owning companies were all quick to insist that the new versions would be completely compatible with earlier ones. Most wish to avoid the words "new edition," fearing it suggests flaws in the prior version; the polite term is "revised and updated."

So why "revise and update?" The big reason is the march of time—both fictional and real. Games like *Vampire* and *Shadowrun* have constructed elaborate settings over the past decade and the redesign is a chance to take the changes that have occurred into account. The inception date for the new *Shadowrun* is several years after the previous edition's, allowing new characters to look back on previous books as history. New alien races in *Call of Cthulhu* will allow for more modern play.

Meanwhile, in the real world, games fall prey to "knowledge creep." As time goes on, more information becomes available about a game in various supplements, requiring

new players to buy dozens of books. A new edition puts all those important rules in one place. According to Rett Kipp of FASA, a new edition also serves as an entry point for new players.

The other reason for new editions is artistic overhaul. Everyone wants the chance to redo old art and tired writing. Eric Rowe of Chaosium said that the not-quite-Sixth Edition of *Call of Cthulhu*



Shadowrun 3rd features new cover art. The first new cover since 1989.

will be reorganized and also contain a copy of the short story by H.P. Lovecraft that gave the game its name.

But why are all of these companies releasing their revised editions now? Every company denied any particular connection other than coincidence. "It just seemed like the right time," said White Wolf's Greg Fountain. Rowe offered a more practical reason: "We used up the last of our print run." Kipp confided, "Frankly, we had to."

Jason Schneiderman

Neutral Ground Expands

If Wizards of the Coast's dream to make gaming as big as the movies is going to come true, there will have to be movie theater-like franchises. Neutral Ground hopes to be the first of these.

The well-known East Coast tournament and game center has announced it is merging with two other leading tournament centers located in Georgia and California. No More Kings, Inc., the operator of Neutral Ground in New York, has united with "Match Play" of San Francisco and "The Warzone" of Atlanta under the Neutral Ground label.

"I feel that Neutral Ground is probably the most valuable intellectual property in gaming next to *Magic: The Gathering*," said David Doust of the new Neutral Ground: Atlanta. "This will enable us to combine three of the most well-known entities in the site-based entertainment business to create the first ever national tournament center chain."

The new-found franchise is already looking to expand. Neutral Ground has announced it is looking for more qualified sites to join under its banner. Affiliates will enjoy discounts on gaming merchandise and share in other benefits of ally-ing oneself with a "name" business.

Will the future see a Neutral Ground franchise in every neighborhood? If WotC realizes its dream, they'll be there right next to the multiplex. ■ Alex Shvartsman

MAGIC UPDATES



REVERSALS

- Previously, moving an enchantment from one permanent to another with Crown of the Ages or Enchantment Alteration would cause it to be treated as though it was just cast. This rule has been repealed. You no longer get to play Frog Tongue's coming-into-play ability or choose a new color for Ward of Lights when these enchantments are moved.

- Phase abilities are played by the active player but controlled by their source's controller. For example, if your opponent has a Bottomless Pit in play and it's your upkeep, you choose when to play the discard ability. However, if the Pit causes you to discard a Guerrilla Tactics, the second ability of the Tactics will trigger. This ruling also causes Verdant Force to work correctly without the need for errata; the controller of the Force gets the Saproling tokens.

- Snow-covered status is no longer considered to be part of a land's type; it's a completely separate attribute. For example, you can't name "snow-covered mountains" when you play Shimmer, and if you name "mountains," both snow-covered and non-snow-covered mountains will gain phasing.

ERRATA

- When a Lcid's ability resolves, it loses all abilities, not just the Lcid ability. While this change has little effect on the Lcids themselves, it eliminates some very unusual situations that occurred when a Shapeshifter changed forms while in a Lcid enchantment state.

SPECIFIC CARD RULINGS

- Although Dream Halls has odd wording, it's really just a simple continuous ability. If you use your opponent's Dream Halls to pay the cost of your spell by discarding a Mangara's Blessing, the Blessing's second ability won't trigger.

IQ CONFIDENTIAL



Why is it that the #2 pencil is the most popular and yet it's still the #2 pencil? If you try to fail and succeed, which have you done? Weighty questions like these are what we spend our time thinking about here at *IQ Confidential*. Except of course when we hear about groovy goings-on in the game biz, then we stop pondering and start writing:

- Iron Crown Enterprises (ICE) has begun development on the *Middle-earth Battle System*, a miniatures game set in J.R.R. Tolkien's fantasy world. The game will be fast-playing and utilize the one-roll resolution dice system from ICE's popular *Silent Death* sci-fi miniatures game. The basic set is scheduled to have a large selection of forces to choose from, including men, orc tribes, dwarves, elves and the armies of Gondor. The project is being headed by Tim Goodlett, designer of *Explosive Decompression* (a sci-fi miniatures game due out this summer). ICE is hoping the Middle-earth game will be on the shelves in the first quarter of '99.

- Eden Studios has sent out playtest versions of a non-collectible card game based on its *Conspiracy X* RPG. Titled *Abduction*, the game has simple mechanics along the lines of Archangel's *Groo* and Atlas Games' *Lunch Money* card games. Plans call for the 72-card decks to debut at this year's GenCon.

- Talk on the Five Rings Publishing mailing list hinted that its planned "Rolling Thunder" release schedule will be modified. One proposal had the planned nine *Hidden Emperor* releases (50 cards each month for nine months) "collapsing" into three releases spread three months apart (each of these bigger releases would have 150 cards). Another proposal had the planned 15-card boosters for \$2.99 go to eight card boosters for \$1.99.

- Dream Pod 9 is shrinking. Well, the scale of their miniatures, anyway. Starting this summer, DP9's line of *Heavy Gear* mecha will be released in 144th scale as opposed to the current 87th scale. The new four-part minis will continue to be sculpted by miniatures giant (ha, ha) RAFM.

- Pinnacle Entertainment has been hinting for some time that there will be big news this summer for fans of their *Deadlands* RPG. The payoff will come this August with the release of *Deadlands: Hell on Earth*. Pinnacle is calling it a whole new setting unlike anything you've ever seen. It'll be written by acclaimed *Deadlands* author Shane Lacy Hensley.

That's all the writing we have for this month. Back to contemplating things like: Why do they call them hemorrhoids when the more appropriate term would be asteroids? Save us from further brain pain by sending us some tidbit to write up at: IQSecrets@aol.com

[ONDECK]

REVIEWING
THE LATEST
RELEASES
IN GAMING

Jabba's Palace

"Mmm...Slave Leia..."

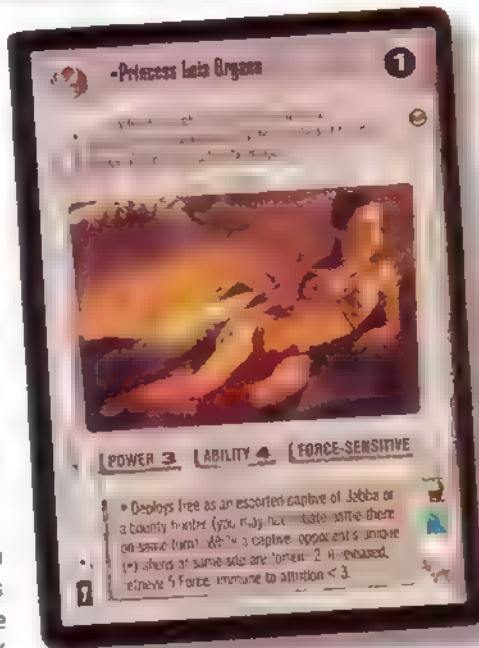
It's here! *Jabba's Palace* has arrived, and players everywhere are rejoicing. Finally, we get the long-awaited Jabba the Hutt, as well as the always-popular "slave" Leia. Plus this set, which focuses on the first part of "Return of the Jedi," includes more aliens than you can shake a gaffi stick at. There are plenty of recognizable characters, like Bib Fortuna and Salacious Crumb, but there are also dozens of enhanced images of people and places that were only barely on the screen, which means that many of the new cards will be unfamiliar to most players. In a very short amount of time, that will change.

Looking at the set, the first thing that jumps out at you is the beautiful imagery and artwork. It's easily the most colorful, detailed expansion Decipher has produced. There has been quite a shift in the lore text. Gone are the punny jokes and cutesy phrases. Some of the cards still have humor, but they have a much more "Star Wars" feel. A great example is the text for the Jawa character R'kik, Hero of the Dune Sea: "A tribe of Tusken Raiders, a herd of angry banthas, a raging krayt dragon and R'kik. Minutes later, the Jawa emerged from the Dune Sea, a bantha tusk over his shoulder." Cool!

Okay, so "Star Wars" fans are sure to be jazzed by the set, but what about the players? One of the most significant things this expansion introduces—or reintroduces—is the revival of theme decks. There are cards in *Jabba's Palace* that allow players to make a Jawa or Tusken Raider deck without fear of getting punished for playing with duplicates. Cards like Double Laser Cannon—a seven-destiny weapon that can make a Sandcrawler immune to attrition less than five—and the power-three R'kik are exciting additions to theme-minded players.

Many players will also be pleased to see cards that make several of the "worthless" premiere cards playable. Dust off those Piastoid Armors and Tusken Breath Masks. Thought those Utinnis were useless? Think again. *Jabba's Palace* is loaded with cards that will have you digging up those old cards.

Besides the obvious power cards like Jabba,



the new Artoo, etc., tournament players will enjoy a few new rules. First off, characters with more than one uniqueness dot are now non-unique. Sorry Minyoon! Also, the Dark and Light Sides both get a new type of card—the starting interrupt. After you choose your starting location, you can play one starting interrupt from your deck.

Currently, there are only two starting interrupts—The Signal and Twi'lek Advisor. Both let you start the game with an effect that doesn't have a deploy cost. That means you can play defensive cards like Do or Do Not and There is No Try and not have to worry about when they come up in the game. You can also be more devious, and start with Nightfall—or Sundown—and try

for a spy attack deck. This landmark addition to

the game will have tournament players everywhere reconsidering their strategies.

Decipher has done something else for the first time. Instead of fixing abusive cards with magic bullets, they've designed cards that target overall deck themes instead. For example, the Dark Side effect Cane Adiss lets you deploy cards—ignoring all restrictions—at a non-shielded planet location where your opponent just initiated a Force drain. Is your opponent abusing the Dagobah cloud drain? Watch out! Here comes the Rancor!

Jabba's Palace certainly has a lot to absorb, and it might be quite some time before some of the more obscure combos rear their heads. But for now, one thing is clear: This is the cleanest, sharpest, most exciting expansion to date. ■ Jason Robinette

the box

JABBA'S PALACE

GAME: STAR WARS CCG
 PUBLISHER: DECIPHER
 GENRE: SPACE OPERA
 SET SIZE: 180 CARDS
 RELEASE: MAY 1998
 PACKAGING: 9-CARD BOOSTER PACKS
 SUGGESTED RETAIL: \$2.50 PER BOOSTER

THE GOOD

- Theme decks are here! You want to play the Jawa-Jedi deck? There are enough cards to do it now.
- 88, count 'em, 88 new aliens.
- Mmm... Slave Leia...

THE BAD

- Where's Jedi Luke?
- With so many unknown aliens, there are a lot of rares that people won't be thrilled to receive. "Another Woof?!"

THE UGLY

- Hutt Smeech. Ugh.

Underworld

The world of organized crime is the focus for the first expansion set for the *Shadowrun: TCG*. The set of 140 cards features new runners from the big syndicates—the Mafia and the Yakuza—and Lone Star, the top cops. For the most part, the new cards focus on these new themes, expanding the game by giving you new deck-building options.

Most of the locations, challenges and special cards in the set deal with the criminal underworld, with locations like the Mafia-controlled Docks, the Black Market and Lone Star Lock-Up and challenges like Yakuza Assassin and Lone Star Beat Cops. There are no new cyberdecks or programs for deckers in the set, and no new cyberware, but there are new spells, weapons and gear galore, including my favorite new weapon, the Baseball Bat.

There are more than 50 new special cards, including more drones for riggers, totem cards for shamans—specials which give shamans certain bonuses—and Gang HQ cards that make all gangers you control members of the same gang with specific bonuses and drawbacks. My favorites are two new specials that let you make other runners commit suicide: Seppuku and Suicidal Tendencies. Hey, no one said the Underworld is a pretty place.

In addition to all the cool new toys, the best thing about *Underworld* is that it allows for more customized deck-building and theme decks for the game. The new card selection lets you build a Mafia, Yakuza, Lone Star or Ganger deck fairly easily. Theme decks tend to be very effective in certain areas—a Lone Star deck has all sorts of ways to frag over Mafia and Yakuza runners and vice versa—but they are also vulnerable to certain challenges and specials that specifically target them.

A lot of the special cards in *Underworld* are only effective for certain types of runners, so they work best with a tightly

"Seppuku and Suicidal Tendencies—No one said the underworld is a pretty place."



the box

UNDERWORLD



GAME: **SHADOWRUN: THE TRADING CARD GAME**
 PUBLISHER: **FASA**
 DESIGNERS: **MIKE NIELSEN AND JIM NELSON**
 GENRE: **CYBERPUNK FANTASY**
 RELEASE: **MARCH 1998**
 SET SIZE: **140 CARDS**
 PACKAGING: **15-CARD BOOSTER PACKS**
 SUGGESTED RETAIL: **\$2.99 PER BOOSTER PACK**

themed deck. Players looking for more general-use cards may be a little disappointed, but there are still plenty of new toys, and most of the objectives and gear work just fine in any type of deck. If you're looking for new and interesting ways to expand your deck-building options for *Shadowrun*, along with some cool new objectives to send your runners after, take a walk on the dark side. ■ Steve Kenson

JUNE RELEASES

AD&D: Jakandor: Isle of Destiny

The first Jakandor supplement received a perfect score from us. No reason not to think it won't be the same this time around with the second in the series. *Isle of Destiny* has you playing the role of a mage or apprentice defending the land from incoming barbarian hordes. TSR. 112 pages. \$21.95.

AD&D: Player's Guide to Greyhawk

Greyhawk returns and this is your guidebook! The *Player's Guide* features new legends and deadly dungeons for your PCs to explore, as well as special classes, national backgrounds and new kits unique to the world of Greyhawk. TSR. 48 pages. \$13.95.

AD&D: The Fall of Myth Drannor

The ruins of Myth Drannor are famous in the land of Faerun, but the details of the collapse that marked the end of the Arcane Age have been lost to time—until now. Your heroes will not only discover Myth Drannor's secrets, but play a part in the pivotal events that shaped *Forgotten Realms* history. TSR. 64 pages. \$13.95.

Blue Planet: Archipelago

The first supplement for the *Blue Planet* sci-fi RPG details Poseidon's largest and most heavily settled island cluster, the Pacifica Archipelago. This detailed tome includes descriptions of key groups, notable NPCs, new flora and fauna and several precise maps. Numerous adventure seeds will be sure to help you kick-start a campaign. Biohazard Games. 128 pages. \$18.95.

Call of Cthulhu: No Man's Land

The setting is WWI, the Arden Forest. You are members of the famous Lost Battalion, confronted not only by the Germans, but also by the arcane forces of the Cthulhu Mythos. Can the power of your Browning automatic rifles defeat the mysterious Lliogor? Chaosium. 64 pages. \$14.95.

Changeling: Kingdom of Willows

Explore the changeling kingdom of Southwest Concordia. This book uncovers the secret conspiracies of the noble courts and the commoners, and even unravels a few mysteries. The first in a series of setting books that will span Concordia and beyond. White Wolf Games. 174 pages. \$18.

Conspiracy X: The Unseen Hand: The Black Book Sourcebook

Men have labeled you "spies," "traitors" and worse. Long associated with covert ops, classified material and undisclosed funding, your organization has come to be known by the name of the very projects you're assigned; you are Black Book. This sourcebook gives players all the inside info on Aegis' major rival. Eden Studios. 180 pages. \$20.

Tribe 8 Rulebook

Tribe 8 is a roleplaying game set in a tribal future, where heroes are blessed with mystical insight and marked by destiny. They must struggle to build a new society from the ashes of the old, fighting against alien horrors and the Fatimas, avatars of the Goddess. Contains world background, character creation and interaction rules, and a new system for running magic called "Synthesis." Dream Pod 9. 240 pages. \$29.95.

Earthdawn: Cara Fahd: The Ork Nation

From across Barsalve, thousands of orks have come to rebuild their ancient homeland Cara Fahd. This sourcebook describes the leaders, people, history and secrets of this reborn realm and provides details on the ork tribes that form its military might. FASA. 136 pages. \$18.

Galaxy: The Arena

A sequel to the popular *Titan: the Arena* non-collectible card game, *Galaxy: the Arena* substitutes strength cards with fleets of spacecraft. Each fleet has unique strengths and capabilities, adding new depth of gameplay to the *Titan* system. Avalon Hill. \$27.

Magic: The Gathering: Exodus

A buyback counterspell? The largest spike yet? An artifact licid? Yep. *Magic's* latest set is packed with 140 new cards which will throw a bunch more curves into the game. Wizards of the Coast. 15-card booster packs; \$2.99 per booster.

Marvel Super Heroes

Wolverine vs. Sabretooth. The Fantastic Four vs. Galactus. Doctor Doom vs. the Impossible Man. *Marvel Super Heroes* is back with a brand-new system incorporating the SAGA game rules. If you love comics and roleplaying, this is a no-brainer that even the Mindless Ones would love. Boxed set. TSR. \$24.95.

Men in Black: Instant Adventures

You've got the suit. You've got the glasses. Now, it's time to get the bad guys. This supplement includes nine missions which can be run with any campaign at a moment's notice. West End Games. 96 pages with 4 color card sheets. \$18.

Noble Armada

Command frigates, destroyers or dreadnoughts as you seek to carve a fiefdom from the stars! A standalone starship miniatures game, *Noble Armada* fits into the setting of the *Fading Suns* roleplaying universe for those diechuckers who want to involve their characters in starship combats. Holistic Designs. \$55.

Rifts World Book 17: Warlords of Russia

This sourcebook for *Rifts* includes details on various political and military groups revolving around the Warlords and their Russian cyborgs—as well as ideas for enemies and adventures. Hammer and sickle not included. Palladium Books. 204 pages. \$20.95.

Trinity: Technology Manual

Technology influences every aspect of 22nd-century life. The *Technology Manual* presents an incredible array of devices, from palm-sized minicomps to deep-space freighters, repeating lasers to vocoders. Not to mention the nifty biotech toys. White Wolf Games. 136 pages. \$16.

GAME REVIEWS
[ONDECK]
**Alternity
 Gamemaster Guide**

"This is much more than an edited version of the AD&D Dungeon Master's Guide."

No real surprises. That was my first impression upon reading through this, the companion book to the *Alternity Player's Handbook*. Then I started digging in, and I found more than a few nuggets of gold that ensured that this book gets listed as a "must-have" for anyone who is serious about running an *Alternity* campaign.

The majority of the tome is dedicated to giving perspective on each of the sections found in the *Player's Handbook* to the GM. Virtually every chapter in that book is covered again here, much in the same way that the *AD&D Dungeon Master's Guide* does for the *AD&D Player's Handbook*. That's the part you expect.


Fortunately, the authors improve on the original model by providing excellent examples and sidebar information that will help even expert GMs get a stronger handle on how to run this game. I am especially impressed with the "It's Your Game" sidebars that crop up frequently, exhorting the prospective gamemaster to take the bull by the horns and run their game the way they want.

I was really excited about the additional sections that give nearly complete instructions on how to build and use spaceships, create planetary systems and their populations, and even how to construct entire universes and set up a star-spanning campaign. There is stuff here that I would recommend to people regardless of what game system they were running. Would you believe there is even a more-than-cursory attempt at providing conversion rules for bringing *AD&D* characters into *Alternity*? *Spelljammer* meets "Babylon 5" anyone?

There are a couple of points I have problems with. The most popular part of the book will undoubtedly be chapter 16, where it introduces the FX system, which allows for magic, faith, super powers, etc.; the authors really should have expanded on that a bit more and provided more examples. Hopefully, there



the box

**ALTERNITY
 GAMEMASTER GUIDE** 

GAME: ALTERNITY
 PUBLISHER: TSR
 AUTHORS: RICHARD BAKER AND BILL SLAVIGSEK
 DEVELOPER: DAVID ECKELBERRY
 GENRE: SCIENCE FICTION/SPACE OPERA
 FORMAT: 250-PAGE HARDCOVER
 RELEASE: MAY 1998
 SUGGESTED RETAIL: \$29.95

will be a follow-up book to support this later. I would have also liked to have seen a more detailed and rules-oriented approach to creating alien races for the game; the method they provide is too open-ended and lays too much upon a new GM.

Ultimately, however, this book makes the whole *Alternity* game more accessible than the *Player's Handbook* could manage alone. The combination gives a solid game an even more solid foundation. ■ Sean Patrick Fannon

Mage: The Sorcerers Crusade

The trouble with innovation is that you can only do it once; after that, it's repetition. This is what makes reviewing White Wolf's historical games so difficult. Each one is a remake of a previous game, moved backwards in time from today's World of Darkness to a point in its past where the rules are slightly different. They stand somewhere between "brand new game" and "third edition"; there's a new setting and more polished mechanics, but—whether you're in medieval times or modern—*Vampire* is *Vampire*.

The latest in the series is *Mage: The Sorcerers Crusade*, a reworking of *Mage: The Ascension* set in Europe during the Renaissance. Unlike the modern game, where the mages are desperately fighting to keep magick alive as science closes in, the war for reality is still up for grabs here. Either the mystic Traditions or the Order of Reason could win the day and, for the first time, players get the chance to take either side

"Dead" traditions, like the Ahl-i-Batin and the Solificati, are presented in all their glory along with the groups that will one day grow into the great and powerful Technocracy, such as the Cabal of Pure Thought and the High Artisans. The rules for magick are turned upside-down; summoning an elemental or praying for a miracle would be considered "casual magic" while using a pistol borders on "vulgar." And Paradox, the bane of modern magi, is replaced by the Scourge, which can be either helpful or harmful depending on intent.

The other side to these changes is a renewed emphasis on how magick is performed. There are several magickal styles detailed in the game; you're expected to choose one as the means by which your character changes reality. This makes sense: A priest from the Celestial Choir wouldn't use the tools of the pagan Verbena. Components and rituals become key game elements in a way that they never were in *Mage*, a difference that adds a lot of flavor.

Beneath the changes, though, you've still got the best of the five Storyteller games. If you've never played, you've missed out on one of the best magic systems ever in a roleplaying game, one that allows you to do anything you can dream up if you've got the skill



"A perfect change from the usual fireball-fantasy fare."

and the will to do it. The game still runs on the classic White Wolf engine, familiar to World of Darkness players. However, there's no text cut-and-pasted from *Mage* either; it's all been completely rewritten and updated. There may never be a third edition of *Ascension*, but this will do in a pinch.

Mage: The Sorcerers Crusade is the newest of the historical games and the most different from its source. It's also the best. For those who've never played *Mage* before, it's a perfect change from the usual fireball-fantasy fare. For those who have, it's the game you love in a new setting packed with possibility. ■ Jason Schneiderman

THE GOOD

- If it wasn't broken, they didn't fix it.
- *Sorcerers Crusade* emphasizes style over power: Just because you can do anything doesn't mean that you will. It also codifies magickal ways and means in a manner that *M:TA* doesn't.
- After the sale of *Ars Magica*, *Mage* was a game without a past. *Sorcerers Crusade* fixes that, giving such mainstays as the Order of Hermes and the Tremere vampires a new foundation.
- It's a beautiful book, from the gold-embossed cover to the full-color art by the Hildebrant Brothers to the opening story by Storm Constantine.

THE BAD

- Do tertiary abilities get five or seven points? Why do the astronomy-oriented Celestial Masters and the secret police organization called the Ksirafai have the same magickal affinities? Like scratches on a golden vessel, the few inconsistencies in a product this good stand out.

THE UGLY

- The examples suggest that the sphere of Spirit in *M:SC* replaces Entropy as the fallback sphere for coincidental magick, with "I ask God to do it" as the substitute for "There's a random chance that it happens." Storytellers beware.
- There's a huge, screaming typo on the character sheet.

the box

SORCERERS CRUSADE



GAME: *MAGE: THE ASCENSION*
 PUBLISHER: WHITE WOLF
 DESIGNER: PHIL BRUCATO
 GENRE: FANTASY
 RELEASE: MAY 1998
 FORMAT: 296-PAGE HARDCOVER
 SUGGESTED RETAIL: \$28

IN Q 978 White Wolf Publishing Inc



THE BEST



TOP NOTCH



GOOD



OKAY



WEAK



CRAPPY

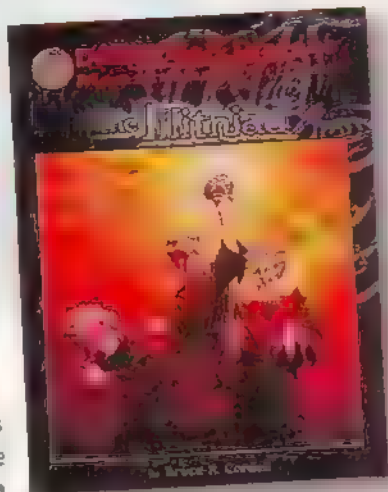
"You think you've seen it all? Try facing a mind flayer lich."

The Illithiad

The dreaded mind flayer has long been an AD&D favorite. Unfortunately, they have gotten little more press than an entry in the *Monstrous Manual*. With the release of *The Illithiad*—the latest volume in the "Monstrous Arcana" series—these brain-suckers finally get their due.

Presented as the findings of a merchant sage named Wakeman, *The Illithiad* sets out to present their disgusting, horrific culture in all of its slimy detail.


Much of the book is devoted to providing the DM with background and insights on illithid culture. There are essays on mind flayer anatomy and life cycles, philosophies, theology and a



man. Introducing psionics into a campaign can be tricky, and the author provides helpful tips on integrating them smoothly.

The Illithiad provides the DM with practical tools as well as background material. There's an entire mind flayer colony for PCs to visit (one way or another), giving them the perfect chance to discover the illithid secrets revealed in this book. There are new illithid mutants to take on—you haven't seen it all until you've faced an illithid lich—and new toys to plunder, such as psychic swords and brainmates.

the box

THE ILLITHIAD 

GAME: AD&D
 PUBLISHER: TSR
 AUTHORS: BRUCE R. CORDELL
 GENRE: FANTASY
 RELEASE: APRIL 1998
 FORMAT: 96-PAGE SOFTCOVER
 SUGGESTED RETAIL: \$19.95
 CONTACT: WWW.TSR.COM

species origin that could make the basis for a cool illithicentric campaign. Since psionics are so integral to running mind flayers, there is also a chapter devoted to the disciplines mastered by the illithid, plus new powers unknown to mortal

One gripe: The book could have been organized a bit better; in several spots, intriguing concepts are introduced and promptly dropped, only to be taken up again in later chapters. A bigger drawback is the price point. Though the color illustrations are handsome and lend the book tremendous atmosphere and character, 20 bucks is a lot to pay for eye candy.

Overall, *The Illithiad* is a solid and entertaining work. DMs planning high-level forays into the Underdark will likely find it an indispensable investment. Thanks to the high price, however it isn't a book for the merely curious. ■ Paul Sudlow

Dungeon Builder's Guidebook

Remember the fantastic dungeons of Gary Gygax? *The Temple of Elemental Evil* or the *Descent into the Depths of the Earth*-related adventures? Now it's your turn to create the newest dungeons of dread. The *Dungeon Builder's Guidebook* teaches you how to design and populate your own dungeons, ranging from the traditional cave-in-the-wilderness to interdimensional adventures.

The *Guidebook* starts by covering the basic issues of a dungeon. Important, realistic details such as "Where does the monster get its food?" and "How do the monsters keep from killing each other?" are discussed in some detail. The




"If you're an AD&D fan, you probably could have written this book yourself."

to challenge the characters with distorted distances or infinite staircases.

There is also a chapter that covers the basics of trap design followed by a random design generator for when the DM isn't feeling very creative. And finally, examples of the different types of dungeons are included to help get you started.

the box

DUNGEON BUILDER'S GUIDEBOOK 

GAME: AD&D
 PUBLISHER: TSR
 AUTHOR: BRUCE R. CORDELL
 GENRE: FANTASY
 RELEASE: MAY 1998
 FORMAT: 64-PAGE SOFTCOVER WITH 16 PAGES OF MAPS
 SUGGESTED RETAIL: \$14.95

age old debate between realism and fun is brought to the table, as well as things to avoid, like "Monty Hall" campaigns.

The next part describes different dungeon types. These include the traditional castle-, ruin- and cave-dungeons as well as the more obscure aenal and underwater and encounters. The interdimensional dungeon allows access to a variety of planes and offers new ways

The book is well-organized and easy to use, but it lacks originality and substance. One-third of the book is space-filler disguised as mini-dungeon examples, seemingly because the author couldn't come up with more than 40 pages of advice on dungeon building. In fact, the random dungeon generator is recycled from the first edition of the *Dungeon Master Guide*. Basically, this book is a compilation of previous texts and ideas in one volume.

If you are a new or out of practice DM who's looking for a reference book that reviews important dungeon concepts, the *Dungeon Builder's Guidebook* will meet your needs. If you're an AD&D fan and have already taken a stab at designing your own dungeons, you probably could have written this book yourself—and you most likely won't find enough new ideas to justify buying what is primarily a book of recycled materials. ■ Todd Posey

"An index away from perfection."

World of Darkness: Hong Kong

Let me state up front why I didn't give this book a "six" No index. That's about it, really. I can't give a perfect score to any game book that doesn't have an index.

Beyond that, however, I am extremely thrilled with this piece of work. The cover is eye-catching and instantly sets the tone of the book. The rest of the layout and artwork is smooth, elegant, and, in some cases, downright gorgeous.

The writing will not disappoint either; Jackie Cassada and Nicky Rea have obviously put a fair amount of effort into their research, but they refuse to bore us with too much



detail, with a lot of attention paid to the way the mystical and mundane worlds are more intertwined than they are in Western realms. Best of all, we are given this in a style that is easy on the brain and stylish to boot.

Most of the book is dedicated to "Who's Who" in Hong Kong's supernatural community, detailing more than just Kindred. This book makes a real go of integrating the various types of beings that are in the World of Darkness; just as Hong Kong blends so many different mortal cultures, so

the box

WORLD OF DARKNESS: HONG KONG



GAME: VAMPIRE: THE MASQUERADE
PUBLISHER: WHITE WOLF
AUTHORS: JACKIE CASSADA AND NICKY REA
DEVELOPER: ROBERT HATCH
GENRE: HORROR/FANTASY
FORMAT: 152-PAGE SOFTCOVER
RELEASE: APRIL 1998
SUGGESTED RETAIL: \$18

does it intermingle the mystical cultures of the WoD as well. In fact, the only other "complaint" I could offer is that this book is difficult to make the most of unless you have *Kindred of the East*, where much of the core rules information for many of these characters obviously originates.

If anyone was afraid that White Wolf's announcement that no more core "critters" would be created as core systems meant the end of good stuff for the World of Darkness, this is one entry into the body of evidence proving that notion wrong. In fact, I have to give this book to my Storyteller; I want to play in White Wolf's Hong Kong. I can think of no better recommendation. ■ Sean Patrick Fannon

Instead, they give us just as much as we need to taste Hong Kong without drowning in the minutiae. We are shown where things happen and what kind of place Hong Kong is for a supernat-

GURPS Russia

"From Russia with...muzhiks?"

For what it is, *GURPS Russia* is a great book. What it is: a niche product. A niche that is incredibly small, but a niche nonetheless. This supplement really couldn't be done much better. Any detail you could desire about Russia from the 10th century to the beginning of the 18th century is all right at your fingertips, but this begs the question "How much can a GM really use from this book?"

One thing's for sure: This is no James Bond movie. There are no spies or Cold War conflicts. What a reader gets is a history lesson in the daily lives of early Russians. This can be good or bad depending on your desires. If you want to place an



adventure during the rise of a certain Slavic tribe or want your players to steal the magic Apples of Youth, this is the only book you'll ever need. You may even be able to pass classes in Russian history with it.

But while there is a lot of material on Russian myth, such as the Baba Yaga and Chudo

the box

GURPS RUSSIA



GAME: GURPS
PUBLISHER: STEVE JACKSON GAMES
AUTHORS: S. JOHN ROSS
GENRE: HISTORICAL
FORMAT: 144-PAGE SOFTCOVER
RELEASE: MARCH 1998
SUGGESTED RETAIL: \$19.95
CONTACT: WWW.SJGAMES.COM OR 512-447-7866

life during this place and time; however, thorough though it may be, what kind of game will require the stats for muzhiks (wandering peasant storytellers)? Thankfully, there is a chapter of adventure ideas provided for befuddled GMs that desire more than an education.

This is the first product available from Steve Jackson Games' new line of products available only directly from the company, and in accordance with this test case and small product niche, they've only printed 2,000 of these puppies. While I question their choice of subject, I cannot quibble with the results. They are thorough, detailed and even educational, but buyers should be well aware of the narrow focus of this book... and that the hammer and sickle are not included. ■ Brent Fishbaugh

Yodo—who looks suspiciously like a cross between Cthulhu and a plate of calamari—there are a lot of mundane day-to-day aspects included, such as tips for overland travel and fighting on frozen rivers, which may not have an immediate and obvious use.

In places, *GURPS: Russia* reads like a history book with timelines, descriptions of historical figures like Peter the Great, and details about important ideas in religion and occupation; this is not necessarily a bad thing. These details are necessary to deliver the total picture on

[ONDECK]

Atlantic Storm

Submarines are cool. Big metal fish prowling the ocean depths hunting for things to blow up have long captured the imaginations of history and warfare buffs. This is the focus of Avalon Hill's newest non-collectible card game, *Atlantic Storm*. Unfortunately, this World War II game is a card game first and a historical wargame a far distant second.

Designed for three to six players, you alternate playing Force cards from your hand in an attempt to either sink or escort convoys of cargo ships.

Force cards represent things



like airplanes, battleships and submarines and each has three ratings denoting how strong it is in air, surface and underwater combat. The player playing first gets to choose which

"A card game first... a wargame a far distant second."

rating will be used for every round. Each player then plays Force cards from either the Allied side (escort) or the Germans (sink). After each player has played a card, the side with the most points (Allied or German) succeeds and the player who played the highest card on the succeeding side scores the convoy's victory points and points for each enemy card played in opposition.

To spice up things, certain ships are keyed to certain convoys. If you manage to recreate a historical battle by playing a convoy's adversary, your Force card counts double. Some Force cards have random values; once everyone has played their card, you roll a six-sided die to determine the card's strength.

Table talk is encouraged and you can make non-binding pacts with players to support your side for future favors or to hinder the player who is currently winning. Unfortunately, there are some rounds where, due to card restrictions, you can't do anything, forcing you to discard. Not fun.

Stripping away the paper-thin historical veneer, *Atlantic Storm* is basically a trumping card game with lots of chrome rules to make it look like a wargame. That's fine if you're looking for a fun, easy card game, and there's enough strategy to give it plenty of replay value. But if you're seeking something hugely innovative or want to gain insight into the tactics of convoy warfare, you'll be disappointed. ■ M. R. Goode

the box

ATLANTIC STORM



PUBLISHER: AVALON HILL
 DESIGNER: BEN KNIGHT
 GENRE: HISTORICAL NON-COLLECTIBLE
 CARD GAME
 RELEASE: MARCH 1998
 COMPONENTS: 152 CARDS, 3 SIX-SIDED DICE,
 STORAGE TRAY
 SUGGESTED RETAIL: \$27

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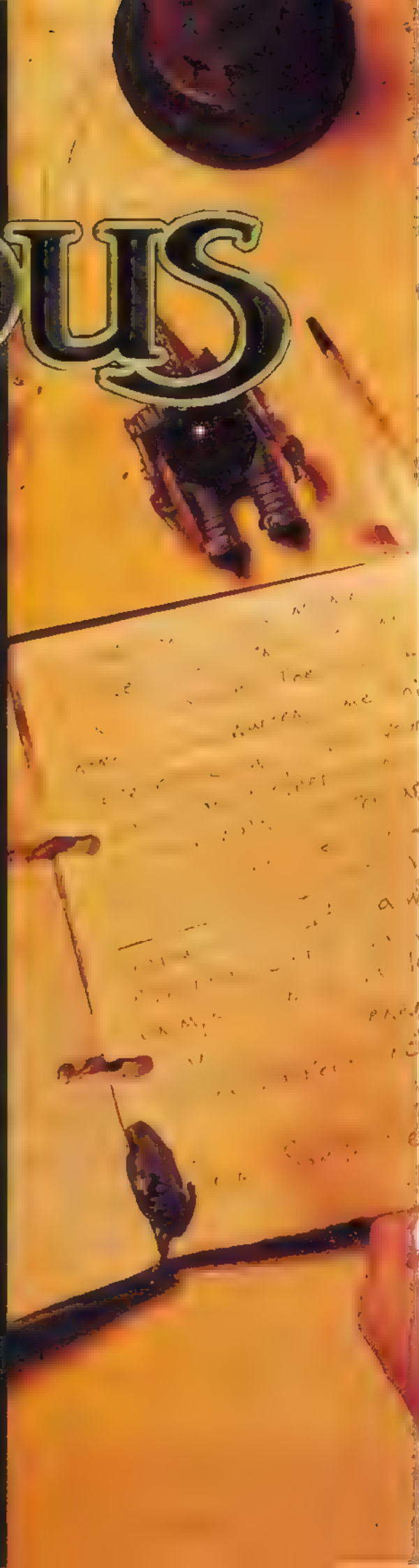
THE BOOK OF EXODUS

Gerrard's journal
offers a glimpse
at Magic's
latest set

How much would you pay for the actual captain's log of the *Weatherlight*? Twenty bucks? A hundred? Your full set of Moxes?

Well, how about getting it for free? Through the diligent work of our vast archaeology department, *InQuest* has unearthed Gerrard's official *Weatherlight* ship's log. The following pages tell the story of Gerrard and his crew as they rescue Captain Sisay, retrieve the stolen Legacy artifacts and hightail it outta the plane of Rath in the nick of time. Mixed throughout the journal are hints concerning nearly two dozen *Exodus* cards, so scan the pages carefully and wrack your noggin to see what's in store this summer for the latest *Magic* expansion.

By the InQuest staff



The Weatherlight may have escaped the plane of Rath, but I haven't... I never will. Rath can't merely be forgotten like a childhood romance; my memories of it have a terrible life of their own, one which will haunt me unto death. I look at an innocent bank of stone and see the flowstone claws waiting in ambush, I gaze at a lake and think of Rootwater assassins. Just last night, I listened to Starke's daughter, Takara, recount her trials in the Stronghold dungeons... and all I could hear was Volrath's voice echoing in my mind.

Rath does not let go. You cannot escape it.

Mirri is still there, and the accursed traitor Crovax. And that's where the next part of this tale begins, isn't it?

We had recovered The Legacy artifacts. However, Mirri, our noble cat warrior my dear friend, had been injured in battle. Crovax had suffered an influx of mystical energy at the deathside of his once-protector Selenia, which unbeknownst to us, cursed his very soul. Down below his screams were almost less than human... little did we know then. That lack of knowledge would cost us all too dearly in the hours that followed.

The Samite healer Orim worked her magic as smoothly as I've ever seen, and it appeared that both Mirri and Crovax were saved...at least for the time being. As Orim made her way back up to the deck, Karn,

Volrath's Stronghold

forced to throw

Fate betrayed u
witnessed. Inste
sprawled form.

Predator had fe
Unaware that
moorings and st

Mirri was too
couldn't reach h

For one brief
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Guardator Ornithopter

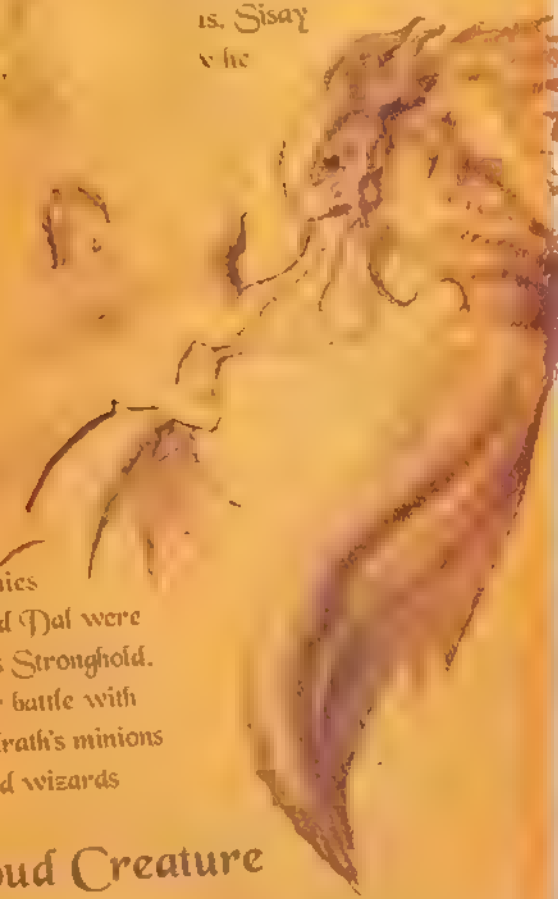
Keeper of the Legacy, worked to activate
which would be needed to access the
the portal our trusty wizard adept



Spike Masher

Sphemeron

Whingarth, ever loyal, sought out
Sisay and Takara safely back
is, Sisay
the



mies
r and Dal were
Volrath's Stronghold.
sed their battle with
and Volrath's minions
Two red wizards

Myshroud Creature



to
A. H. H. H.




By Torahn and
Tavhu. I know not why Gerrard has no
performing the duties of a lady scribe. I, Tahngarth,
first mate of the Weatherlight, am a warrior by trade and honor.
but for the safety of the crew I will report on what I have seen.

The creatures of Rath are tougher than those on Dominaria. The
Dauthi Jackal, a hound which heeds to a black spellcaster's call, is roughly
equal to the other shadow creature we have fought. The Dauthi Horror,
except the Jackal can destroy a defending creature at a distance. Normally
as tough as a Brassclaw Orc, the Reckless Ogre will hit you with the
same force as an Orog if it is the only creature attacking you. Finally,
the Jackalope Hord is a green beast the size and strength of
these overrated Erhnam Dynas. However, the
Jackalope has one drawback—it flees
the battle field the moment its
spellcaster casts another spell, and
waits for its caster to call it
forth again.

GERRARD
GOOD GERRARD
HIDE SQUEE'S TOY FROM
OL' CLUNKY M-AN SILVER
GOLEM CLUNKY WANTS TO STUFF
SQUEE'S TOY WITH HODDIE
ARTIFACTS IN BOX BUT
SQUEE'S TOY IS SO WAKIN
AN' SQUISHY AN' NEEDS TO
BE FEED
SQUISHY LIKE BUGS
GOTTA FEED IT YA
KEEP SQUEE'S WILL FEED
WIFE. SQUEE WILL FEED
YA COOK BUGS FOR YA IT
WILL LIKE

The InQuest staff would like to thank Wizards of the Coast for their cooperation, Chris Sposeff for the great-looking props and the Bottle Gnomes for sitting still through the filming of this feature



MIRROR, MIRROR

InQuest shatters the barrier between the Star Trek and Star Wars CCGs with eight crossover cards

▶ Crossovers are cool. Okay, well not the Star Trek/X-Men stuff. That was just a really stupid idea. But with one company holding the rights to both the *Star Wars* and *Star Trek* CCGs, blending the two hottest sci-fi properties seems like a natural fit. Of course,

before Decipher could plunge into creating new cards, they'd need to come up with some new rules, like they do with each expansion. If they ever decide to give it a try, we've got a few thoughts on how to mix the two...

BY
MICHAEL
WAGNER
AND
ALAN
FERRIS

THE FINAL FRONTIER

Is the Great Barrier the final frontier? Nah. That was cut out of Star Trek cannon for the same reasons you'll never see Wolverine on an episode of "Voyager." Er, at least we hope not. Transported to a galaxy far, far away, Picard and company find a new frontier to explore—and a new enemy in the Empire. In the *Star Wars CCG*, the Federation has some very potent characters and starships, as well as quite a few new rules explaining how to integrate the Federation into your Light side deck:

Federation: Federation characters are a new character type, and do not count as Rebels or Aliens. Federation characters may not participate in a battle you initiate unless you have a Leader or a character with ability > 3 also involved in the battle.

Soong-Type Androids: These very rare droids have several special abilities. They are immune to Restraining Bolt and purchase. They may, however, be stolen using other methods.

Whenever an interrupt, effect or device targets a Soong-Type Android, use its armor instead of its ability. Soong-Type Androids may never count as the "highest ability character."

Transporters: A group of characters moving to or from a starship equipped with a transporter may "beam up"—or "down"—for X Force. X = number of opponent's starships at same system. Beaming is an unlimited move. Whenever characters beam to or from a starship, that starship's armor is reduced to 0 until the end of the turn.

As a whole, Federation characters have some nice abilities. For one, most are as powerful as their Rebel counterparts, if not more so. Plus, cards like Scanning Crew and M'iijoom Onith have no effect on Federation characters, since they aren't Rebels or aliens. However, the Federation's finest really shine when it comes to their individual abilities.



JEAN-LUC PICARD

The captain of the *U.S.S. Enterprise-D* and *-E* and a victim of the Borg is an experienced traveler through space, time and even other dimensions. Picard's strongest quality is his ability to lead. He always seems to get the best results from his crew, and keep them alive through every adventure. It only makes sense that he would protect your forces in a space battle, demonstrating his incredible head for strategy.

Though each crew member enhances the *Enterprise*, Picard truly makes it a juggernaut, second only to the *Executor*. When piloted by Jean-Luc alone, the *Enterprise* has a power of 8, four points of ability, and is immune to attrition < 4. His game text makes this the least amount of attrition you'll have to suffer, and give Vader and Tarkin one more destiny they'll want to cancel every battle. With Picard on the *Enterprise* and Captain Han in the *Falcon*, there are few places for the Empire to hide.

LIEUTENANT COMMANDER DATA

Look out IG-88, here comes the biggest droid to ever grace a *Star Wars* card. Not only is Data more powerful than the aforementioned assassin and bounty hunter, he's the ultimate protection from character weapons, and cards like Gravel Storm and Trample. Except for lightsabers, Data protects your characters almost completely from weapons like Boba Fett's Blaster Rifle and greatly increases their odds against the dreaded Light Repeating Blaster Rifle.

Unfortunately for Data, his protection doesn't extend to himself. Being a droid presents its own set of problems for him too. Even though Data is immune to Restraining Bolt and purchase, he's not immune to Look Sir, Droids, Trample or Gravel Storm. To keep these from being a problem, you could always play I Have A Bad Feeling About This, moving it to a more difficult target, made even more so by Data's presence.

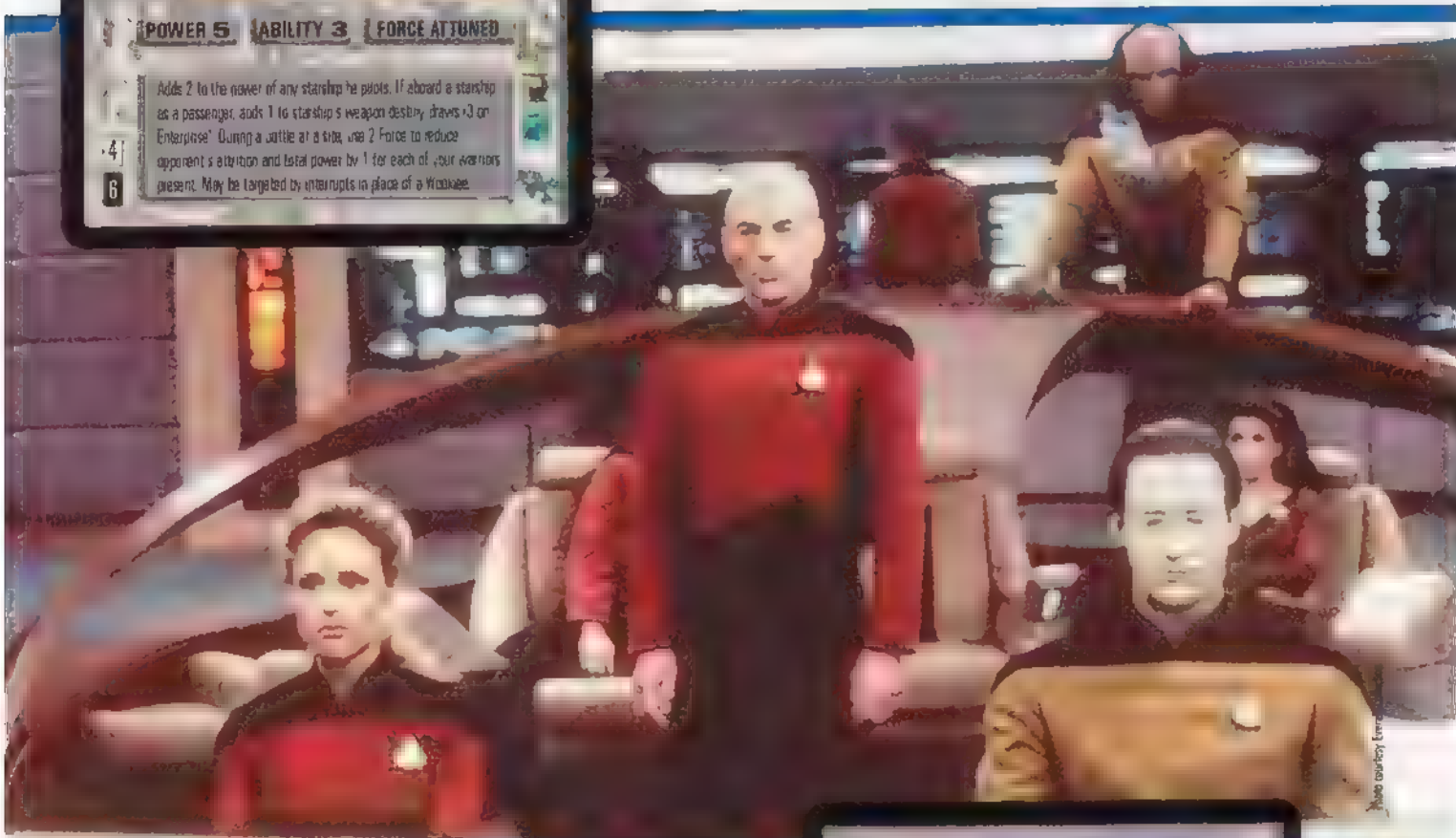




LIEUTENANT WORF

After a few seasons of getting his ass whupped by practically everyone who set foot on the *Enterprise*, Worf wised up and learned how to put up a fight. Now he's the one kicking ass and taking names. And his card is no different. Thanks to Worf's security background, he's got incredible game text. Like Picard, he has a defensive ability and adds something special to the *Enterprise*.

Unlike Picard—and more like Data—Worf's game text affects battles at his site. As a matter of fact, Data and Worf make a really hard-to-break combo. While Data protects your characters from weapons fire, Worf makes sure you never suffer attrition—that is as long as you have enough Security Personnel (Red Shirts) present.



Special: Scott Bakula: The Captain, Trip Tucker, Data and Worf on the bridge. It's a piece of art!

U.S.S. ENTERPRISE-D

Flagship of the United Federation of Planets, the *Enterprise* is the best in its class. Like all Galaxy-class starships, it has immunity to attrition when piloted by Federation pilots, although it does have an extra point of protection. Likewise, its power is 5 instead of the usual 4. These differences are small compared to those that the right crew make. When fully manned by Picard, Riker, Data, Worf and Geordi it is power 13, armor 8 and hyperspeed 7. All this and it's immune to attrition < 7! And if someone you don't want to fight ever attacks you, you can use 6 Force to cancel the battle.




EXPANDING THE EMPIRE


If **Emperor Palpatine** discovered a gateway to another galaxy, one rife with interstellar conflict, do you think he would just sit back and watch? Heck no. As soon as the Empire found new territory available for the taking, they'd pack several of their best officers into a Star Destroyer and send them out to do battle. Other than a slight miscue at Yavin, Grand Moff Tarkin and Darth Vader were a solid team, and the Dark side can always use the aid of a swine like Boba Fett.


In the *Star Trek* CCG, each of these characters—as well as their ship—would surpass the power of most of the existing *Star Trek* cards. Like the Federation crew joining the Light side, there are several rules governing the use of Imperials in the Alpha quadrant:

Imperial: Imperial forces must attack any Rebel ships or personnel present at the same location. Battling Rebels does not cause Imperials to be 'stopped,' but they may not battle again that turn.

Bounty Hunter: At the end of any battle at this personnel's location, you may capture one opponent's personnel discarded during the battle.

Alter: Counts as Guramba. May probe to cancel an event. : Event canceled.

Sense: Counts as Empathy. May probe to cancel an interrupt. : Interrupt canceled.

Control: Counts as Mindmeld. May probe to cancel a just played doorway. : Doorway canceled. You may probe until successful. For each probe, that opponent scores X bonus points. X = number of probes in the attempt. For example, if you attempt to cancel an event, after your first probe, your opponent scores one bonus point. After the second, they score two additional points. If you probe six times, that's 21 points!

With these basic rules in place, the Empire can put forth some outrageous characters and ships, the likes of which even the battle-hardened Klingons may learn to fear.

DARTH VADER

What can we say? Vader is THE man. He's got one of the most powerful *Star Wars* cards, and his *Star Trek* card is no different. His skills are very impressive, and the download of his lightsaber means that some away team is going to get hurt. Badly. It lets him mortally wound an opponent in away team combat if his strength is higher than theirs, which means many personnel will fall before his blade.

The most popular deck will most undoubtedly use Intermix Ratio with Vader to semi-safely counter your opponent's cards... Just don't let them get rid of the Ratio or you'll lose! Another strong use of Vader is in an all-planet missions deck, along with Roga Danar, Zon and Bossk, to form a major groundpounding beat down. Though you may take a hit from Balancing Act, who cares? Nobody's going to mess with you planetside, and you can even start a Colony. Combine Darth Vader with Dark Anger and... Need we say more?



GRAND MOFF TARKIN

Let's face it. This guy is just plain creepy. Still, if his *Star Wars* card wasn't so good, people probably wouldn't give him much thought. His *Star Trek* stats are generally average, but his special dilemma-canceling ability can be very useful. He's a good guy to have around when you come across a nasty dilemma such as Strict Dress Code.

Also, Imperial spies allow you to use any espionage cards as your own. Many of the Romulan space missions are worth a lot of points, and speaking of points: With stats like Tarkin's, it's a wonder he doesn't have green blood and pointed ears.

DEVASTATOR

By far the largest ship introduced into the *Star Trek* CCG, this thing sure lives up to its name. This ship differs from the regular Star Destroyer in that it requires one less staffing icon, has one more power, and it possesses the TIE Support download icon. For those of you who haven't seen it, TIE Support is an interrupt that adds 5 to the power of any Star Destroyer on which it's played. Don't forget to load up those astromechs, because there's nothing better than their cumulative range bonuses—except perhaps adding on a Captain's Log as well.

It's also worth noting that the mighty Star Destroyer is only the second ship that can come out of a Borg Ship attack undamaged without the aid of other cards.



So be it... Picard! The dark side rocks in any universe!



BOBA FETT

Boba Fett is the biggest, baddest bounty hunter in any universe... Just don't mention the Sarlaac. Boba's exobiology means that he can help you get past the dreaded Coalescent Organism. His other skills are impressive, but his bounty hunting takes the cake—as well as your opponent's personnel.

Boba Fett's weapons are many, and their power is great. His rifle and wrist rockets add to power, while his turbo projected grappling hook allows him to capture two personnel each turn. Interrogating prisoners is so... old school. Instead of getting points for their release, you can play bounties on personnel and receive points for their capture!

TERMINATORS

FIVE MOVIE MONSTERS TO TORMENT YOUR PCS

Children are screaming. The streets are aflame. Fellow warriors lie dead at your feet. With a desperate lunge, you wedge your shoulder against the city gate and strain to keep the foul monster out.

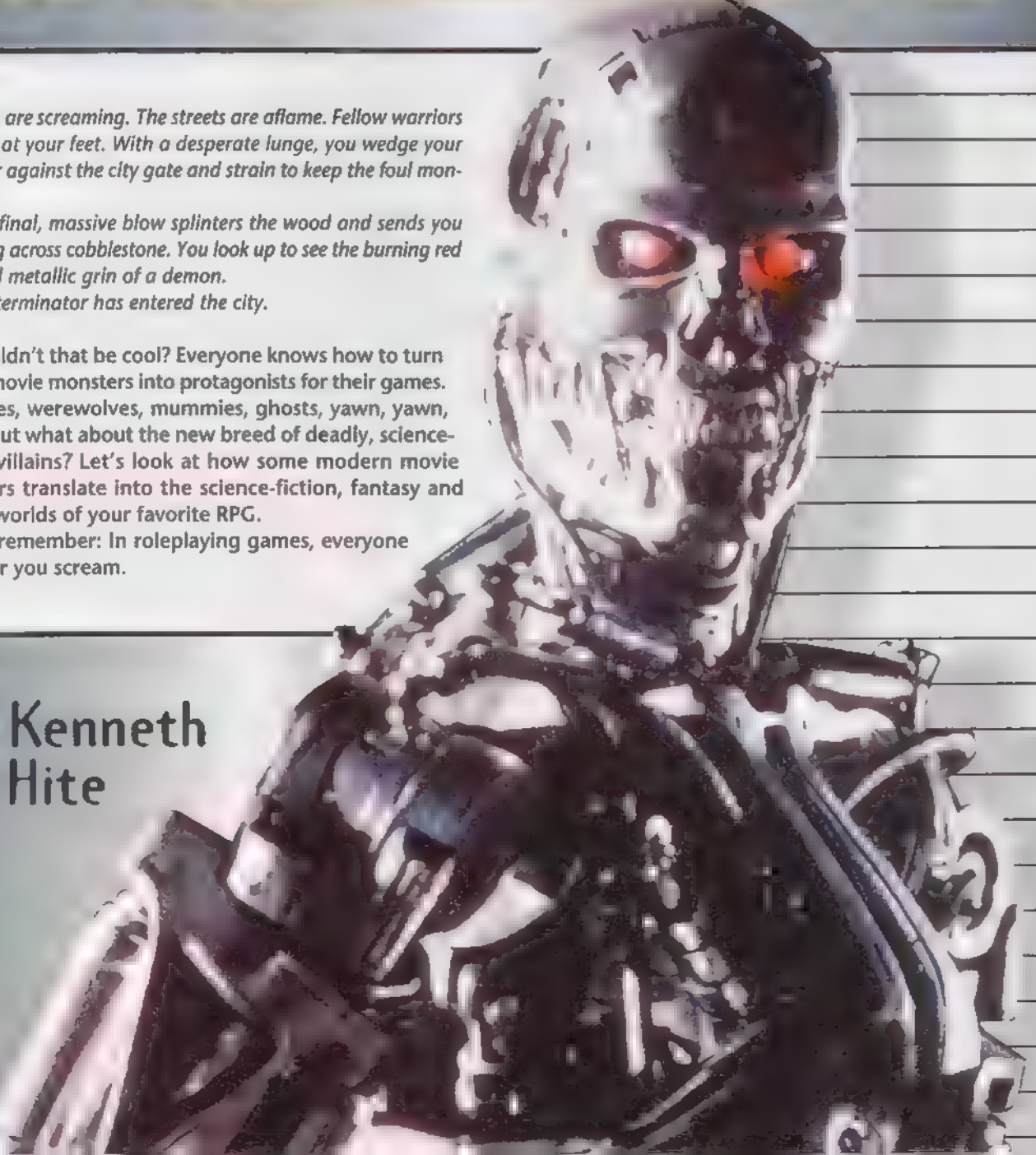
One final, massive blow splinters the wood and sends you skittering across cobblestone. You look up to see the burning red eyes and metallic grin of a demon.

The terminator has entered the city.

Wouldn't that be cool? Everyone knows how to turn classic movie monsters into protagonists for their games. Vampires, werewolves, mummies, ghosts, yawn, yawn, yawn. But what about the new breed of deadly, science-fiction villains? Let's look at how some modern movie monsters translate into the science-fiction, fantasy and horror worlds of your favorite RPG.

Just remember: In roleplaying games, everyone can hear you scream.

By Kenneth
Hite



T - 8 0 0



It can't be stopped. It can't be reasoned with. A terminator has only one purpose: to kill its target. In the movie "Terminator," it took the shape of Arnold Schwarzenegger, but they can be built in any shape: a beautiful woman; an innocent child; a trusted friend. It is a mechanical messenger of death, and if you manage to survive an encounter with one, don't relax. It will be back.

SCI-FI: What if a terminator isn't a cyborg programmed for assassination, but a special terraforming machine dropped onto new planets to clear debris and scan for habitable sites? Of course, that doesn't mean the player characters (PCs) won't be visiting one of those planets when something goes wrong. Or maybe you prefer the straightforward T-800 killing machine? Perhaps a terminator can download its memory into a computer, and upload it into any successive cyborg that plugs in. A terminator in contact with a homicidal AI could theoretically take on an entire 21st-century city.

FANTASY: You say "cyborg," I say "golem." But not the nice kind, devoted to protecting the helpless, no matter what "Terminator 2" says. This is an unstoppable assassin, probably created by a mad or evil mage in an attempt to destroy a rival. In some legends, a creature becomes indestructible if its heart can be magically extracted and hidden. Regardless of how many hit points the fantasy terminator takes, it will always rebuild itself and return until the characters find and destroy its carefully concealed heart.

HORROR: Sometimes the Technocracy just has to take off the kid gloves. A terminator-style cyborg is the perfect way to avoid Paradox while sending something satisfyingly powerful after your enemies. A terminator out to kill a vampire will certainly have sunlight flares, flamethrowers or crossbows to shoot big stakes from. An M-60 firing silver slugs makes an excellent sidearm for the terminator loaded for were-beasts.

TERMINATOR STATS

STAR WARS

TYPE: Badass Droid
DEXTERITY: 2D, Blaster or Firearm 7D+1
PERCEPTION: 3D
STRENGTH: 5D

TECHNICAL: 2D

MOVE: 15
SIZE: 1.8 meters tall
SCALE: Creature

AD&D

HD: 18
AC: 3
THACO: 3
ATTACKS: 3

DMG: 4-40 or by weapon type

MV: 15
SZ: M (6'3")

VAMPIRE

PHYSICAL: Str 9, Dex 4, Str 8
MENTAL: Per 4, Int 3, Wits 3
WILLPOWER: 8
HEALTH LEVELS: OK(x5), -1(x5), -2(x3), -5(x4)

ATTACKS: Punch/10 dice, Kick/10 dice;
ABILITIES: Alertness 4, Brawl 6, Drive 4,
Firearms 7, Melee 4, Tracking 6

MOVE: Walk/Run 9/35
HEIGHT: 6'3"

Special Abilities: Rangefinding. Telescopic vision. Infrared vision. Perfect voice mimicry.
Special Defenses: Internal alloy skeleton cannot be damaged by bullets, normal steel weapons or fire; only intense pressures, magic, explosives, armor-piercing rounds or molten metal or lava can destroy it. It may be susceptible to other chemicals at gamemaster (GM) discretion.

T-1000

The T-1000 is an advanced version of the terminator, constructed of a "living metal" that can reshape itself into anything of the same mass: any humanoid, a stretch of floor, a car door, etc. Its body itself is a weapon, molding to fit its owner's desires. The T-1000 completely regenerates damage done to it in one round up to 20 percent of its original life. Even if completely blown into shards, it will eventually flow back together. Only extraordinarily hot molten metal—or perhaps similarly powerful magic—can permanently destroy the T-1000. In its basic form, it is about a third stronger, faster, more powerful, etc. as the T-800 model.

Terminator images courtesy of the Everett Collection. Alan, Paradise and Embold "Terminator" images courtesy of John J. Williams.

X e n o m o r p h

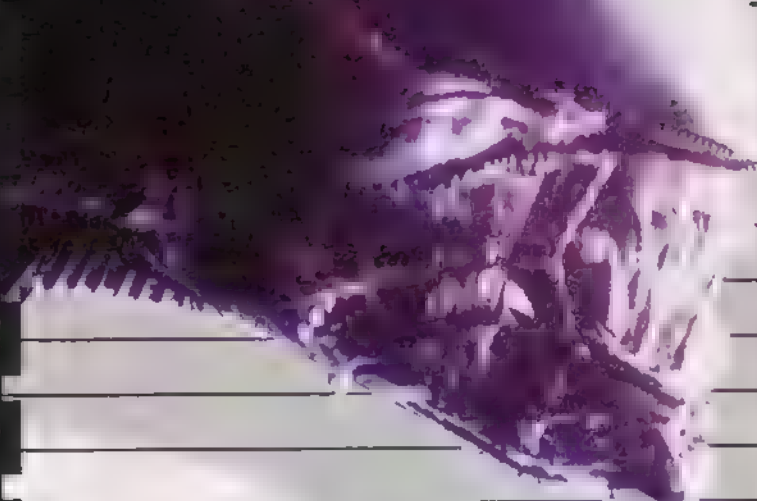
These horrific insectile monstrosities have only one goal in life: to breed. As we are assured in the "Alien" series, the xenomorph life cycle goes something like this: "She'll breed. You'll die." Larval forms of the xenomorph hatch from eggs and seek out a warm-blooded mammalian host, attacking the face long enough to deposit an embryo into the unfortunate victim's digestive tract. The "facehugger" larva then dies, but within mere hours the embryo bursts free from its home in the digestive tract, killing its unwilling host. The "chest-burster" then finds a nice, dark corner to grow up in. Within a few days, the xenomorph is full-grown and ready to run amuck.

SCI-FI: As psychic beings, perhaps a planetful of xenomorphs achieves a mental gestalt, disrupting psychic powers all across a quadrant of space. What about a raid on a xenomorph city to rescue some enslaved mammalian hosts? Let the humans skulk around in the corners for a change.

FANTASY: The xenomorph is obviously the product of some sort of malign magic, a dark god-godess of fertility gone horribly wrong. Xenomorphs take shapes as adults reminiscent of their hosts; what if the creatures incubated in centaurs? Gryphons? Mighty paladins and wizards might stumble on the eggs of the xenomorph planted by the forces of evil in a strategic border fortress, and have to defeat the aliens without destroying their kingdom's only defenses.

HORROR: Xenomorphs can certainly incubate inside werewolves, mages and changelings.

Of course, a vampire might try to incubate alien embryos inside a ghoul, creating a race of xenomorphs blood bound to a vampire lord. Perhaps the aliens build up enough psychic force to break the vampire's hold and go wild in the city using vampiric disciplines. *Call of Cthulhu* keepers might decide that the aliens are another Servitor Race to some unutterable alien Great Old One far out on the rim of the galaxy—until some cultist with more eldritch power than good sense manages to open a gate to their planet.



XENOMORPH STATS

STAR WARS

TYPE: Hive alien soldier
DEXTERITY: 5D
PERCEPTION: 3D, Hide 3D+2
STRENGTH: 4D+2
BITE: STR+1D

MOVE: 10/12
SIZE: 2 meters

AD&D

HD: 5
AC: 4
THACO: 15
ATTACKS: 1
DMG: 2-20

MV: 12
SZ: H (6'+)

VAMPIRE

PHYSICAL: Str 4, Dex 5, Stm 5
MENTAL: Per 4, Int 2, Wits 3
WILLPOWER: 8
HEALTH LEVELS: OK(x2), -1(x3), -3, -5
ATTACKS: Bite/6 dice (aggr), Claw/3 dice; Abilities: Alertness 4, Brawl 4, Climbing 4, Intimidation 5, Stealth 4, Track 3

MOVE: Walk/Swim 7/4
HEIGHT: 6' 5"

Special Attacks: Aliens never retreat or surrender, and fight using coordinated tactics.

Special Defenses: Armored chitin. Highly acidic blood damages opponents' weapons, hands, etc. Immune to extremes of heat and cold, but not to fire or explosions.

Special Abilities: Eyeless, "see" psychically by detecting fear, pain and hatred up to 300'. Can climb virtually any surface and even walk across ceilings. Communicate psychically in the radio spectrum.

ALIEN QUEEN

Even more fearsome than the standard drone, or warrior xenomorph, is the queen. Ruler and director of the hive, she sends the drones out to capture hosts for her eggs that the race may thrive and expand. In game terms, she is roughly twice as strong, tough and fast as the average drone. She is more cunning, and her psychic powers may also be stronger—such as telepathy—if the GM wishes. The queen can also use her tail to stab as a spearing-type attack. If found in her hive, she will be very difficult to spot as she blends into the secretions with which she coats the walls.

Y a u t j a



YAUTJA WEAPON

The predator also has a number of other weapons, especially a shoulder-mounted blaster cannon aimed and fired using the hunting mask and a laser targeting system. It automatically reloads itself when the clip empties.

STAR WARS	AD&D	VAMPIRE
DAMAGE: 6D	DMG: 4d10+2	DIFFICULTY: 8 (5 with mask)
SHORT: 3-50 yds	RANGE: 50/120/300	DAMAGE: 8 dice (aggr)
MEDIUM: 51-120 yds	ROF: 3	RANGE LOS
LONG: 121-300 yds	#: 10	RATE: 3
WGT: 12 lbs		
CLIP: 10		
SPEED FACTOR: 2		

The Yautja are the greatest hunters in the universe. As we saw in the movie "Predator," their entire culture is centered on the ways of the hunter and they have an unquenchable thirst for fresh game. The Yautja also bring a lot of specialized equipment to kill their prey, especially their cloaking device, which refracts light and renders them invisible. They are killers with a code of honor: to put it one way, Lawful Evil. They ignore helpless or noncombatant targets, try to use only "appropriate" weaponry—no firearms unless their targets use them—and generally play by the rules of the game. Of course, these predators always play to win "the most dangerous game"; they are what hunts the hunter.

SCI-FI: The human Star Empire would like to make the Yautja their allies against some other race; but to gain the Yautja's respect, the characters must win a hunting contest and bag some even more fearsome alien—or die trying.

FANTASY: The Yautja's equipment is magical: cloak of invisibility, enchanted spear and daggers, bracers of fireball throwing, helm of accurate targeting, etc. Perhaps the predator is only one supremely gifted, and quite insane, hunter gathering trophies from the most powerful mages in the land. Now there's a bounty on his head, and since one of our heroes is a powerful mage... Or the Yautja could be a humanoid race on an island far across the seas, which has finally discovered oceangoing ships. Suddenly, these hunters are turning up all over, killing all the dragons and spoiling everything for everyone else.

YAUTJA STATS

STAR WARS

ATTRIBUTE DICE: 13D
DEXTERITY: 3D/5D
KNOWLEDGE: 2D/5D, Search 8D+2
PERCEPTION: 2D/4D
STRENGTH: 3D/5D, TECHNICAL: 2D/4D

MOVE: 10/12

SIZE: 1.5-2.2 meters

Special Attacks: Gauntlets contain powerful blades. Telescoping spear has a head at either end; accelerates in flight if thrown. Razor-sharp throwing disk returns to thrower after striking. Sometimes uses a barbed alloy net to restrain prey.

Special Defenses: Tough, resilient hide. Resistant to higher temperatures.

Special Abilities: Sees by thermal vision, although its hunting mask allows it to see in any part of the electromagnetic spectrum. Personal cloaking device refracts light, rendering the predator practically invisible.

AD&D

HD: 6+3
AC: 5
THACO: 13
ATTACKS: 2
DMG: by weapon

MV: 12

SZ: L (7' tall)

VAMPIRE

PHYSICAL: Str 4, Dex 4, Stm 6
MENTAL: Per 4, Int 3, Wits 4
WILLPOWER: 8
HEALTH LEVELS: OK(x3), -1(x3), -2(x2)
ATTACKS: Gauntlet/6 dice, Spear/8 dice, Hurl'd Disk/5 dice; Abilities: Alertness 4, Brawl 6, Dodge 3, Firearms 4, Melee 6, Stealth 4, Track 6

MOVE: 7

HEIGHT: 7'

HORROR: If the Yautja land in the World of Darkness, they'll certainly want to go after the really big game: vampires and werewolves. In other horror games, the predator might be a spirit of the hunt conjured up by tribal elders or a secret society with a grudge. Perhaps the Old Man of the Mountains, the legendary founder of the Assassins, left behind a small cult called the Yautja which has just decided that it needs no more training.

Graboids

MUTANT GRABOIDS

In "Tremors 2: Aftershocks," a smaller, livelier graboid legs was apparently given birth to by the large worms; this bi-pedal mini-graboid attacked human beings, automobile engines, etc.—attracted by the heat they emitted. Other variants of the graboid might be attracted to small, various chemical signatures (like dead bodies or PCBs), magic (magic items, Quintessence or the Force itself), magnetic or electrical fields (such as power lines) or even "cognition" (people, computers and droids).

Below the desert sands of Perfection Valley, Nev., lives a colony of giant burrowing worms with a taste for human flesh and an uncanny ability to sense vibrations. Until the events captured in the classic B-horror movie "Tremors," nobody knew about them. Now, they've spread throughout the North and South America, following the sound of drill bits to isolated oilfields and devouring anyone unfortunate enough to cause vibrations they sense while hunting. Christened "graboids" by their first human foes, these giant worms knock down houses, grabbing unlucky folk out of the rubble with their tentacles and stuffing them down their gullet. They can drag cars and whole cattle underground, resist small-arms fire and play havoc with any network of roads. Only the tops of buildings offer some small measure of safety—and even that can be toppled by their massive power.

SCI-FI: Whole areas of the country might be made uninhabitable by the graboids in a post-holocaust sci-fi game and they could roam across the ruins of Las Vegas like sandworms out of *Dune*. A futuristic mining company, hunting down ore-rich asteroids, might use the graboids as "giant digging machines" to carve up these chunks of rock. Unfortunately, the PCs might be left to die on one of these rocks by their nemesis. Graboids make perfectly good alien monsters for any spacefaring campaign, especially on a colony world where all travel is by slow-crawling halftracks.

FANTASY: The folks in a fantasy campaign who really hate the graboids are the dwarves, of course. Tunnel complex after tunnel complex falls to the graboid infestation, and the Mountain King is pissed. Are the mind flayers or some other subterranean superpower sending the graboids after the dwarf lords in their halls of stone? Why stop there? The fortress-city of Sansgrath is the protective bastion of the land, the strongest city-state for thousands of miles, its walls impregnable from attack—until their diabolic neighbors unleash the graboids on them.

HORROR: Graboids seem like a cross between the Ethonians from *Call of Cthulhu* and the Mojave rattlers from *Deadlands*. In either game, they can accompany their spiritual cousins on their campaigns of malevolence. A graboid origin in the nuclear tests of the 1950s makes them pretty convincing creatures of the Wyrm, suitable for any ambitious werewolves to battle.

STAR WARS

TYPE: Burrowing worms
DEXTERITY: 2D
PERCEPTION: 1D, Vibration Sense 3D+1
STRENGTH: 5D, Tentacle Grab/Bite: STR+2D
MOVE: 11
SIZE: 7-30 meters long
SCALE: Creature

Special Attacks: Burrow beneath buildings to destroy them.
Special Defenses: Armored carapace; interior of mouth is only main weak point.
Special Abilities: Graboids can sense vibrations through the earth.

GRABOID STATS

AD&D

HD 15
AC 2
THACD: 5
ATTACKS: 2
DMG: 2-24/2-20
MV: 12, Br 20
SZ: H/G (20-90')

VAMPIRE

PHYSICAL: Str 8, Dex 3, Stm 6
MENTAL: Per 2, Int 1, Wits 3
WILLPOWER: 5
HEALTH LEVELS: OK(x3), -1(x5), -3, -5
ATTACKS: Bite/8 dice, Tentacle Grab/5 dice
ABILITIES: Alertness 3, Brawl 4, Stealth 3, Undermine 4
MOVE: Crawl/Burrow 10/15

K o t h o g a



The kothoga, which nearly decapitated every member of the cream of Chicago society in "The Relic," is a chimera of frog, lizard, insect and human DNA, created when an animal—or human—ingests a fungus found in the Brazilian jungle which consists of super-concentrated human hormones. A kothoga is a thing out of a nightmare, joined of every kind of poisonous creature and given human cunning and preternatural ferocity; its only weakness: It needs human hypothalamus glands to survive. Intended to protect the tribe against invaders, when it's killed every available human—such as enemies of the tribe—it dies. Isn't that comforting?

SCI-FI: Explorers stumble upon these beasts in the middle of colonizing a new world. When the delicate ecosystem is unbalanced by the colonists' new technology, kothoga food sources die up, and their bellies lead them to the humans. Aliens could also deliberately release kothoga on earth to clear off some real estate for their own colonization.

FANTASY: Using the kothoga as just another monster in the big dungeon on the edge of town is a waste of potential. Perhaps he's a magical defense created by the elves against humans cutting down their sacred groves. A fantasy kothoga might have magical defenses or attacks—if the recipe calls for elf, dragon and rust monster blood mixed with the fungus, for instance. A kothoga with infravision, lightning breath and the ability to dissolve armor would keep the humans at a distance for a while.

HORROR: Surely the names "Kothoga" and "Cthugha" (the fiery Green Old One in *Call of Cthulhu*) are not just coincidence. Cthugha has long needed a servitor besides the fire vampires; perhaps this is the first in a series. In any horror game, the kothoga makes a perfect "natives' revenge" against anyone who crosses them, such as the PCs or their friends—or just someone in the same building. In the World of Darkness, the kothoga might be a creature of the Wym, created by Pentex genetic engineers, but wouldn't it make that *Werewolf* game more interesting if the kothogas are Gai's new protector? Finally, something more brutal than the lupines.

Kenneth Hite will fight any man who thinks "Tremor" isn't the greatest movie mentioned in this article. Unless he's really big or something; then he'll just feed him to the graboids.

BRAIN FOOD FOR KOTHOGA

The kothoga has a desperate need for human hypothalamus glands, located in the brain; it must devour a human brain every three hours or lose 10 percent of its life. Devouring human brains restores the lost life. At the GM's discretion, other humanoids—like elves or dwarves—may have a hypothalamus that poison, supercharge or have no effect on kothoga. If the GM is feeling horribly sadistic, kothoga may be able to diabolize a vampire by feeding on his brain.

KOTHOGA STATS

STAR WARS

TYPE: Mutant predator
DEXTERITY: 2D+1, Climb/Jump 4D
PERCEPTION: 2D
STRENGTH: 4D+2
CLAWS: STR+2D
MOVE: 15

SIZE: 6.5 meters long

SCALE: Creature

Special Attacks: Powerful mandibles can tear flesh easily; barbs make escape difficult once a victim is grabbed.

Special Defenses: Regenerates damage by consuming human hypothalamus glands or a special fungus extract consisting of human hormones. Thick, leathery hide armor.

Special Abilities: Leap up to 50' straight up or backward, or 70' forward. Can climb any irregular surface.

AD&D

HD: 9+1
AC: 5
THACO: 10
ATTACKS: 2
DMG: 2-16/2-16
MV: 15

SZ: H (20' long)

VAMPIRE

PHYSICAL: Str 7, Dex 4, Stm 4
MENTAL: Per 3, Int 2, Wits 3
WILLPOWER: 8
HEALTH LEVELS: OK(x3), -1(x4), -3(x2), -5
ATTACKS: Claw/7 dice, Tail Swipe/5 dice, Bite/7 dice
ABILITIES: Alertness 3, Athletics 4, Brawl 3, Dodge 3, Stealth 3, Track 4

MOVE: Walk/Run 10/35

KILLER DECKS

Purple Power

BY JEFF MANNES

A killer deck that uses purple cards? Er, no. Purple cards are found only in *InQuest*. This Standard (Type II) deck focuses on speedy blue cards which, although rare, *do* exist. Combine fast, effective cards like Spindrift Drake and Unstable Mutation with the quick firepower of red and you've got the closest thing you'll get to purple.

The speed of this deck starts with the creatures; the cornerstone card is the aforementioned Spindrift Drake. For only one blue mana you get a 2/1 flying creature. Sure, you've gotta pay a blue mana during your upkeep to keep it around, but it's well worth it. To improve your odds of getting a first-turn creature, there are also four Mogg Fanatics. Unless your opponent wastes a counterspell on these self-sacrificing dudes, they're guaranteed to hit your opponent for at least a point of damage each.

Once you've got one of these puppies out, they're both prime targets for Unstable Mutation. If your opponent doesn't have suitable blockers, don't hesitate to get the damage rolling. The Mutations aren't in the deck so you can display your tactical genius.

Six more useful creatures round out the roster—two each of Mogg Maniac, Man-o'-War and Ophidian. Like the Fanatics, the Maniacs will usually get their licks in, even if it's a suicide attack where your opponent will take damage even if he blocks. Players relying on the likes of Earthquakes and Incinerates to off your creatures will get some of it served back in their face.

The Man-o'-Wars and Ophidians are all about that catch phrase of the '90s—"card advantage." The Man-o'-Wars clear the way for your Unstable creatures, as well as forcing your opponent to waste a turn by recasting his creature. If you've got a counterspell, said creature may not see the light of day again. Given the option between doing a point of damage and drawing a card with an unblocked Ophidian, you should almost always choose the card—unless, of course, your opponent is at one life...



"Aw c'mon. Kill me, an' then you can turn to evil!"

Speaking of card advantage, being able to maximize the use of your cards in play kind of counts as an advantage, which is the main reason why the Goblin Bombardment is in the deck. More than likely, your opponent will be able to off several of your creatures. If you can happen to nail him for a few points of damage before the creatures go down—or even kill one or two of his creatures, so much the better.

However, the Bombardment becomes especially potent when used in conjunction with Reins of Power. After stealing your opponent's creatures and attacking or using their special abilities, you can chuck them at your opponent with the Bombardment, causing more damage and leaving him with no creatures. If it's tactically sound, you also might want to consider sacrificing all of *your* creatures before you make the switch, ensuring that your opponent has no defenders.

If this option comes into play, there are two critical considerations you must make: First, if your opponent is playing with any blue, give your opponent his opportunity to counter the Reins *before* sacrificing your creatures. Second, consider the amount of

KILL, KILL, KILL

BLUE CREATURES

- 2 Man-o'-War
- 2 Ophidian
- 4 Spindrift Drake

BLUE SPELLS

- 1 Ancestral Knowledge
- 4 Counterspell
- 2 Hesitation
- 2 Impulse
- 2 Mana Leak
- 2 Reins of Power
- 4 Unstable Mutation
- 2 Whispers of the

RED CREATURES

- 4 Mogg Fanatic
- 2 Mogg Maniac

RED SPELLS

- 1 Goblin Bombardment
- 4 Incinerate

LANDS

- 4 City of Brass
- 12 Island
- 7 Mountain

- 2 Disenchant
- 2 Disintegrate
- 2 Mana Leak
- 2 Pyroblast

- 1 Reins of Power
- 2 Shock
- 4 Wasteland

- Ancestral Knowledge → Mana Severance
- City of Brass → Gemstone Mine
- Reins of Power → Ray of Command



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"By 2023 Michael Jackson had one too many plastic surgery procedures and his moon walk was never the same."

cards you and your opponent have in hand; if your opponent has several cards and you don't, trashing your creatures in play could cost you the game in the long run

The key to winning with this deck is quickly taking the advantage and then keeping it. Once you have the edge, *Hesitation* is the card that will help you keep it. As long as you have a better spread of creatures in play than your opponent, playing *Hesitation* is to your benefit. If nobody has any creatures in play, you'll probably want to put one into play anyway...this deck kicks if you can get several land out. Just make sure your opponent isn't playing with a larger deck than you, or you'll be forced to waste a spell (or deck yourself).

Basically, if the board is even or if you have the edge, play *Hesitation*. No subtle strategies here—your goal is to make your opponent waste a spell or die at the hands of the creatures you have in play. However, be careful if you have an *Unstable Mutation* in play—eventually, it (and the creature it's on) will go away.

Traditional blue mages like to have some regular countering ability at their disposal. No problem. With four *Counterspells* and two *Mana Leaks*, you should be able to handle most major threats. Especially watch out for mass-destruction spells like *Armageddon* and *Wrath of God*—they can be the bane of this deck. Traditional red mages like to have firepower—so you've got four *Incinerates* at your disposal. These can also be used in conjunction with the *Mogg Fanatics* or *Goblin Bombardment* to kill larger creatures.

Of course, all this is for naught if you don't draw the cards you need. *Whispers of the Muse* and *Impulse* let you filter through your deck, and the *Whispers* gives you a card-drawing engine if the duel lasts for a while. *Ancestral Knowledge* has many uses, but perhaps the most important is the ability to sift excess land out of your deck. Unless your opponent is playing land destruction, take advantage of this opportunity to thin your deck.

The sideboard is straightforward. Two extra *Mana Leaks* give you extra protection against mass-destruction spells and two *Pyroblasts* help you go head-to-head with blue mages. Against creature-heavy decks stock an extra *Reins of Power* and more creature-elimination, insert the *Disenchants* if you're facing a gimmick deck and pile in the *Wastelands* if your opponent is playing a four- or five-color deck.

There are multiple ways to play this deck, and there will come some times when you have to make strategic decisions, but it's really all about piling on the damage as soon as possible. Because, hey, if you say you're playing purple, you want to be sure you can kick your opponent's butt.

Following in the footsteps of Donny Osmond and Prince, Jeff wears purple socks to work every day.

THEME DECKS

INSTANT SUCCESS

First there was instant coffee, then there was instant oatmeal. Nowadays you can even get instant turkey breast. Well, to get into the spirit of today's fast-food society, we've put together a *Magic* deck that's sure to be an instant hit. The only spells are instants and creatures that can be played as instants. We would have eliminated land as well, but relying on four *Elvish Spirit Guides* for all your mana wouldn't have worked out too well.

With so many instants, you've got a little bit of everything, and the beauty is that you can cast all of your spells whenever you want. Need offense? *King Cheetahs* and *Benalish Knights* can deliver consistent punch. Or try taking your opponent's creatures with *Reins of Power*, *Ray of Command* or *Jabari's Influence*.

There's also plenty of defense, including *Honorable Passage*, *Invulnerability* and *Reverse Damage*. And since all the spells in this deck can be cast at any time, the deck is laden with combos. Care to Fling a Tidal Wave?

So give this deck a try, 'cause we guarantee—you're gonna love it in an instant.

■ Instant Jeff Hannes (just add water)

BLUE

- 1 *Capsize*
- 1 *Impulse*
- 1 *Mystical Tutor*
- 2 *Reins of Power*
- 2 *Ray of Command*
- 2 *Tidal Wave*
- 1 *Whispers of the Muse*

GREEN

- 1 *Constant Mists*
- 4 *King Cheetah*

RED

- 1 *Blood Lust*
- 2 *Cinder Cloud*
- 1 *Fling*
- 4 *Incinerate*
- 2 *Lightning Blast*

WHITE

- 4 *Benalish Knight*
- 2 *Disenchant*
- 1 *Eye for an Eye*
- 1 *Honorable Passage*
- 1 *Invulnerability*
- 1 *Jabari's Influence*
- 1 *Reverse Damage*

LAND

- 1 *Adarkar Wastes*
- 2 *Brushland*
- 3 *Gemstone Mine*
- 5 *Island*
- 2 *Karpulusan Forest*
- 5 *Mountain*
- 5 *Plains*
- 1 *Reflecting Pool*



KD2

KILLER DECKS II

BY STEVE ZAMBORSKY

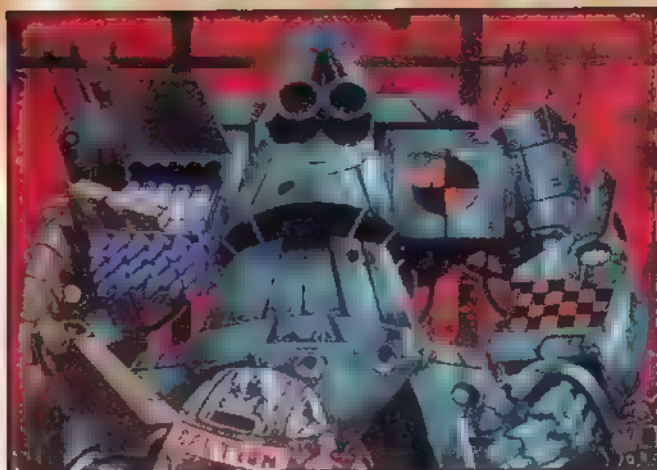
Arsenal, the latest expansion for the *BattleTech* TCG, has lots of cool new types of cards that you pilots are just itchin' to try out. You've got your new Clan Battle Armors, Legacies from the Inner Sphere flying everywhere, even some Trials to settle when two clans tangle. Me, I like machinery—big, heavy, rumbling machinery that reminds me of ridin' on the tractor on my uncle's farm in Iowa...but I'll save that for another article.

For now, let's talk about vehicles. *Arsenal* has got 'em, and they're generally more pumped-up attack-wise than their mech counterparts—if you're willing to take the gamble. You see, if a vehicle is ever damaged, you must roll a die; on a roll of six, the vehicle is scrapped. You're probably thinking, "Why would I take my chances on some lame vehicles that have an almost 17 percent chance of being scrapped if a piece of shrapnel blows their way?" Well, press on, elite mechwarrior. You'll get your answer soon enough.

See, most vehicles have better stats than mechs of an equivalent cost. This deck exploits vehicles to the max, giving your opponent some pretty nasty fits along the way. Also, vehicles aren't affected by any cards that say "target mech" on them. No Communications Failure, no Heavy Fog, no Dropship Intercept, and hey—Misrouted Command this! You can't be touched by any cards that say, "Choose an opposing mech, yada yada yada..." Most of the cards currently in the game target only mechs, including ones beneficial to your robotic army. Notice I say, "mostly." This Inner Sphere deck is designed to exploit all the bonuses you can get from vehicles and it gives you a couple of nasty combos to ponder.

Let's take a look at the vehicles in the deck first. Both Cyrano and Cavalry are low cost, fast vehicles that have the VTOL trait. This makes their attacks virtually unblockable; patrolling mechs and vehicles without VTOL can't block 'em. Now, you know that if a mech or vehicle is guarding your opponent's stockpile, he'd be able to block, right? This forces your opponent to guard his

BATTLETECH



"Fat Albert 3058: Mesh Mouth takes Manhattan."

stockpile, giving him one less mech with which he can attack you. But wait, it gets better!

There's a new nasty little command card called Suicide Troops; there are six in this deck, if you haven't looked yet. This enhancement only attaches to a vehicle; if that vehicle attacks unblocked, put a "guerrilla counter" on the site you attacked. During your opponent's repair/reload phase, for each "guerrilla counter" on each site, Suicide Troops deals two damage to that site. Your opponent can lose the counters by tapping mechs and vehicles equal to the number of counters he wants to get rid of and scrapping twice as many cards. It's a win-win situation for you! Your opponent will either have to scrap cards each turn or let down his defenses and scrap a bunch at once.

The other major attacking vehicles are the Ontos LRM Variants and Pumas. While not really heavy-hitters in the offense department, they've got decent armor and structure values—and three missiles each! The Ontos gives you a three-missile vehicle for a base cost of two. That's why the NAIS are in the deck, by the way—not to smash up your own vehicles whenever you feel like it. For even more firepower, enhance one of the rocket

GENTLEMEN, START YOUR ENGINES!

VEHICLES

- 6 Cavalry
- 4 Cyrano
- 3 Demolisher
- 3 Magi
- 4 Ontos LRM Variant
- 4 Puma

COMMAND CARDS

- 2 Assembly
- 3 Ferro-Fibrous Upgrade
- 6 Hot-Loaded LRM
- 6 Logistics
- 2 NAIS
- 6 Suicide Troops
- 5 Tactics
- 4 Think Tank
- 2 Vehicle Repair Barn

SIDEBOARD

- 5 Misrouted Commands
- 3 Underworld Connections

SUBSTITUTIONS

- | | | |
|-------------------|---|---------------------|
| Cyrano | → | Bulldog |
| Ontos LRM Variant | → | Bulldog LRM Variant |
| Puma | → | Ontos-3058 |
| Magi | → | Demon |





"Stand fast men! They're after our fruit pies!"

launchers with Hot-Loaded LRMS. This enhancement gives a mech or vehicle with the missile option +X attack, with "X" being the number of missiles it can fire. The downside is that it can be more easily scrapped; however, in this deck, scrap metal is what you're after. Go through vehicles like you would aluminum cans. Vehicles aren't meant to stay around; they're meant to run over everything in their paths.

Rounding out your assortment of vehicles are two types that will add to your defenses—the Magi and the Demolishers. The Magi don't really pack a punch with their 1 attack; but for a base cost of 1, they've still got 2 armor and 7 structure to keep your stockpile well-guarded. The Demolishers hit a little harder. For a base 3, they've got a 2 attack, 3 armor and 5 structure, and they can Alpha Strike for +4 attack. With Demolishers and Magi guarding your stockpile, your opponent doesn't stand a chance of getting through your defenses early in the game.

A couple of other cards from *Arsenal* round out the assault. Ferro-Fibrous Upgrade is an enhancement that basically makes all your vehicles more difficult to kill; if the enhanced vehicle receives damage, you can prevent up to three damage to that vehicle and scrap the Ferro-Fibrous Upgrade instead. It's great for protecting your little VTOL vehicles like Cyrano and Cavalry.

Also, don't overlook a handy resource card called Vehicle Repair Barn. Yes, not only can you tap it for resources, but you can also tap it to repair one point of structure damage to each of your Vehicles. If you've got both of your Barns out, your opponent better pray for methods besides mere damage to deal with your mean machines.

Included in the sideboard is a special combo for your hapless opponent that I like to call, "Going Nowhere Fast." If your opponent is only playing with mechs and no vehicles, sub in all eight of these cards. Misrouted Command is a staple in lots of solid *BattleTech* decks. With Underworld Connections, your opponent will never be able to use his mechs again—unless you let him. Simply Misroute the mech that's giving you the most trouble and use Underworld Connections to keep that mech replete with diversion counters ad infinitum. Don't forget to use a Think Tank for Politics when you get one, though.

So listen up, rookie. You've got what you need now to run over your opponents full steam. Grab your keys, fire up those engines and start driving!

Steve Zamborsky can't wait for the new *BattleTech* expansion Oblong Objects so he can pilot his 1975 Beetle BTL-1 to victory.

UP YOUR SLEEVE

TORMANO LIAO

Arsenal brings us one of the most potent combo cards in the game—Tormano Liao. This personality can tap or untap a command card during your mission phase. Big deal? You bet it is. There are so many command cards that tap when they work for you in the game, it's not even funny. It especially won't be funny to your opponent when you bring ol' Tormano into play.

The uses of being able to untap a command card are many. You've got a mercenary out, but he'll only work for you once a turn? Tormano will convince him to work for you again next mission. Or maybe Tormano feels like putting a major hurt on one of your opponent's cards which is currently under construction. Tap your Nekekami Sabotage for the five damage, use Tormano to untap and repeat. With Adam Steiner, you can untap two of your mechs each turn, or get Tormano to help with the Airdropped Supplies.

Here's one of my favorites: You've got a Time Bomb ticking away for your opponent. You can use Underworld Connections to add another counter to the Bomb, then use your Connections again thanks to Tormano. It looks like time is running out for your opponent! Or just go for simply getting the most out of mission-helping cards like Doc Trevena or Jump Troops; with Tormano you use them for more than one mission.

Of course, it's enough that Tormano can do all these things, but that's just one aspect of his ability. He can also tap any command card in play. Even though he can only do this during your missions phase, it's still a handy ability. Your opponent can say "bye-bye" to the mercenary he just bought to protect himself; Tormano paid him off.

There are dozens of possibilities, and with each new expansion—and more command cards that can be tapped during the missions phase—Tormano is sure to become even better. ■ Steve Zamborsky



Tormano Liao is the ultimate utility combo card.

FILLING THE SHOES OF THE WORLD'S WORST MAGIC PLAYER

DEAD MAN'S



BY LEN

HAND

THIS MONTH:
**TAPPED
OUT**

YOU CAN'T WIN.

Despite your best efforts, Eugene T. Dudley, the worst *Magic* player in the world, is struggling at the end of a grueling match. His opponent, Steve "Slowpoke" Sluman, has been playing a Stasis deck to perfection—enough so that despite Eugene's best efforts, he finds himself completely tapped out, facing a Stasis and a Kismet. Even worse, our hero's library and graveyard are completely empty, so he is looking at yet another discouraging defeat despite still being at full life.

For a conventional player, this would be a worry. Of course, Eugene realizes that all he really has to do is untap all of his permanents and the game is his—at a paltry 6 life, Steve would quickly die before his onslaught. A bit puzzled, Eugene has asked you to help him. The goal? **Have all of Eugene's permanents untapped at the same time at some point during his turn.**

KEEP IN MIND THE FOLLOWING:

- It's the beginning of your turn.
- Steve is only at 6 life, so you might just pull this one out for Eugene.
- Eugene is at 20 life and a bit cocky about it.
- You have no cards in either your library or graveyard.
- All lands, creatures, and artifacts in play—including Steve's—are tapped.
- All you have to do is make sure all of your permanents are untapped at the same time at any point in the turn.

LAND

Snow-covered Forest x2
Snow-covered Island
Snow-covered Swamp x2
Valrath's Stronghold

CARDS IN PLAY

Balduvian Conjuror
City of Solitude
Crypt Rats
Elder Druid
Forbidden Crypt
Imitates of the Ebon Hand
Intruder Alarm
Oath of Lim-Dul
Orcish Lumberjack
Quivion Ranger
Theonite Monk
Wall of Roots

CARDS IN HAND

Boomerang
Circling Vultures
Elvish Spirit Guide
Psychic Purge
Snow-covered Island
Spinning Darkness
Twiddle

THE CONTEST

Mail in your step-by-step solution to:

DEAD MAN'S HAND:

TAPPED OUT

C/O INQUEST

PO BOX 118 CONGERS NY 10920-0118

The winner, randomly chosen from all correct entries, will snag a box of *Stronghold*. All entries must be postmarked no later than June 26, 1998.

THIS MONTH'S DIFFICULTY RATING:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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LAST MONTH'S "TOKEN MANIA"™ SOLUTION:

1. Untap the Bottomless Vault.
2. Tap the Tradewind Rider and two token creatures to return the Tokklemaggot to Turkey's hand. (You have 21 creatures in play.)
3. Tap the Bottomless Vault for five black mana and the two Urza's Towers for six colorless mana. Cast Carrion and sacrifice the Silver Queen. (27 creatures.)
4. Activate the Bösium Strip.
5. Cast Carrion from your graveyard and sacrifice the Phelidsgrif. (30 creatures.)
6. Pay the Tombstone Stairwell's upkeep. (32 creatures.)
7. Draw the Mountain and put it into play.
8. Tap all but one of your lands (the Forest or Outpost) for 14 mana. (Sacrifice the Dwarven Hold for two red mana.)
9. Cast Sarcasmancy to create a 2/2 Zombie. (33 creatures.)
10. Cast Lab Rats to create a Rat token. (34 creatures.)
11. Using the still-active Bösium Strip, cast Lab Rats to create another Rat. (35 creatures.)
12. Activate the Spike Breeder to create a 1/1 green token. (36 creatures.)
13. Sacrifice the Prism token for red mana. (35 creatures.)
14. Cast Magg Infestation on yourself. (70 creatures, all tokens.)
15. Use the still-active Bösium strip to cast Magg Infestation again, giving a whopping total of 140 token creatures.

Photo: Paul Schmitt

BLADO

BY COLLIN JACKSON

STUMPER

FREQUENTLY ASKED QUESTIONS ON MAGIC: THE GATHERING

Q: If a Volrath's Laboratory puts a second Legend token into play, will the newly-created token go to the graveyard?

—Joseph Maddison, Minneapolis, Minn.

A: Yes. The name of the tokens created by a Volrath's Laboratory is the same as their type, so they are subject to legendary burial.

Q: I have a Vodalian Illusionist in play and I use Shallow Grave to bring a Scaled Wurm into play. Can I attack, and then phase the Wurm out so it won't be removed from the game?

—Kevin Lambert, Phoenix, Ariz.

A: Yes, since the Wurm won't be in play when the Shallow Grave tries to remove from the game at the end of the turn. The Shallow Grave won't affect the creature after the first turn, so the Wurm is permanently in play.

Q: Can I sacrifice an Island to my Abjure?

—Keith A Morris, Linden, N.C.

A: No. Even though they produce colored mana, lands themselves are colorless.

Q: I play a Krakilin, setting X equal to eight, while a Humility is in play. Is it a 1/1 or a 9/9?

—Andey Culpepper, Dundee, N.Y.

A: When you're calculating the power and toughness of a creature, you must apply counters before other effects. The net result is that the Krakilin becomes a 1/1.

Q: If I use a Sorceress Queen on a creature with some +1/+1 counters on it, will the counters be added on to the Sorceress Queen's 0/2 effect?

—Craig Churchill, Mount Pearl, Canada

A: No. Since the counters are applied before the normal effect, the creature will be 0/2.

Q: If I cast Mana Chains on my opponent's creature and he does not pay the upkeep, can I respond by casting Enchantment Alteration to switch the Mana Chains to another one of his creatures?

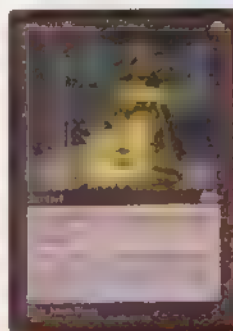
—Chris Stewart, Tawas City, Mich.

A: Yes. The original creature will be

sacrificed, and the new creature's controller will have to deal with a cumulative upkeep of one this upkeep.

Q: When Thran Forge makes my creatures into artifact creatures, do they lose their colors?

—Thomas K. Schrader, Oswego, N.Y.



HUH?

Does Thran Forge create colorless creatures?

A: They retain their colors, since Thran Forge does not change creatures to colorless.

Q: Can I sacrifice a Badlands to my Rath Dragon? How about a Sulfurous Springs?

—Trevor Graham Schechter, New York, N.Y.

A: Badlands, which says that it counts as a mountain, can be sacrificed to the Rath Dragon. Sulfurous Springs, however, does not count as a mountain, and therefore cannot be used to pay the coming-into-play cost of the Dragon.

Q: Golgothian Sylex destroys all cards from the Antiquities expansion. Will this destroy an Ivory Tower reprinted in Revised?

—Adam Parker, Minneapolis, Minn.

A: No. Cards like Golgothian Sylex only destroy cards with the appropriate expansion symbol on them. This does include *Chronicles* cards, however, since they too have expansion symbols from their original sets.

Q: If a Krakilin is brought into play using an Animate Dead, what is its toughness?

—Michael D. Hicks, Nederland, Texas

A: Its toughness will be zero. Since it's not

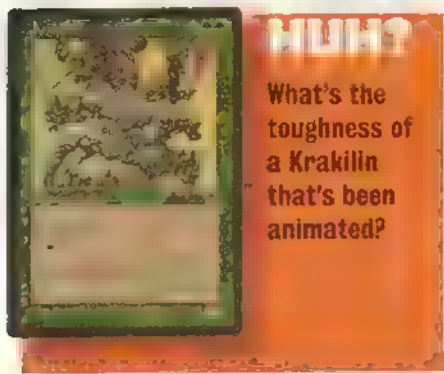
STUMPER

My opponent has a *Mana Drain* in play. If I discard a *Guinea Pig Factotum* to play a *Stump*, will the *Mana Drain* be destroyed?

—Benton Sartore, Grand Rapids, Mich.

A: No. *The Dream Halls* simply provides an alternative way to pay the casting cost of the spell. *Mana Drain* will not see the *Stump* because it is not a creature. *Mana Drain* will only see the *Guinea Pig Factotum* if it is a creature.

being cast, the X is considered to be zero, and it won't come into play with any +1/+1 counters.



Q: When the last counter is removed from a spell that's been delayed by Ertai's Meddling, can I attempt to counter it again?

—Michael Beardeu, Paragould, Ariz.

A: No. The spell will resolve as soon as the last counter is removed.

Q: If my creature is blocked by my opponent's creature, and I cast Ray of Command on my opponent's creature, will they still deal damage to each other?

—Westley Bennett, Norfolk, Va.

A: No. If a creature changes controllers, it's removed from combat. Your attacking creature is still considered blocked and won't deal damage to your opponent unless it has trample.

Q: All of the cards in my graveyard are green, as are all the cards in my library, including a Gaea's Blessing. If my opponent uses a Grindstone on me, what happens?

—Jerred Chate, Keller, Texas

A: The Grindstone's ability must finish resolving before the Gaea's Blessing can take effect. Your entire library will be put into your graveyard, and then the Gaea's Blessing will shuffle your graveyard back into your library.

Q: I'm attacking with an Elven Warhounds, and my opponent blocks with a Dream Fighter. Will the Fighter be put on top of the library or will it phase out first?

—Nick Steidl, Dallas, Pa.

A: The player who is taking his turn plays his triggered ability first, putting the Dream Fighter on top of the library. Then, the other player's triggered ability is played, phasing out the Elven Warhounds.

Q: Can I use Deflection to make Final Fortune affect my opponent?

—Ryan Rodriguez, Plantation, Fla.

A: No. Final Fortune is not a targeted spell, and Deflection can only be used on spells

with a single target. Only spells which actually say "target" are considered targeted spells. The exception is local enchantments, whose targeting requirement is described by their card type.

Q: If Eladamri, Lord of the Leaves is in play, can my opponent cast Extinction naming "elves?"

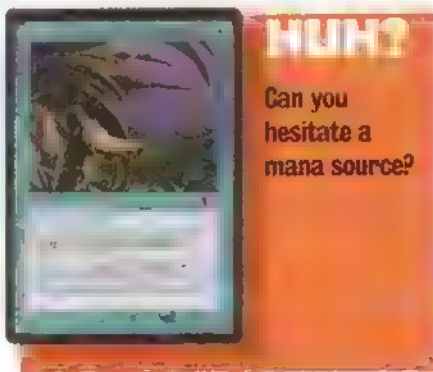
—Mike Newton, Palatine, Ill.

A: Yes. The Extinction is not a targeted spell, so Eladamri can't prevent it from working.

Q: What happens if I cast Dark Ritual while a Hesitation is in play?

—Stephen Hobson and Nick Richardson, Worthing, England

A: Mana sources are announced and resolved in a single event, so the Dark Ritual will successfully resolve. Then, the Hesitation tries to counter the Dark Ritual and fails because the spell is no longer being cast. The Hesitation will still go to the graveyard, however.



Q: If a Gravebane Zombie is killed by a Krovikian Vampire, where does the Zombie go?

—Ken Zavodney, Murfreesboro, Tenn.

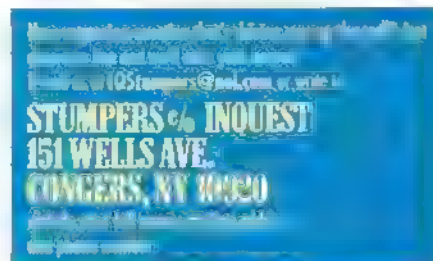
A: The Gravebane Zombie goes to the top of its owner's library, and since it is no longer in the graveyard, the Krovikian Vampire cannot put it into play at the end of the turn.

Q: If my opponent has a Rathi Dragon in play and I copy it with my Echo Chamber, what happens?

—Tom Alfonse, Dartmouth, Mass.

A: Your token counts as coming into play, so you must sacrifice two mountains or bury the token.

Collin Jackson has always wanted to stomp through a toy city just like Godzilla.



stumpers SPOTLIGHT



Q: How many times can I do an action?

A: Once per turn. That means that you've got to be careful when you use an action like the Blackjack's Outfit action or Tao Cheng's bullet bonus action. Pick your time carefully.

Q: What is an action, anyway?

A: Actions are things listed on cards that begin with "You...". "Shootout." Everything else is an ability or an effect and isn't covered by the "once per turn" rule.

Q: Other actions besides Clean Up the Town create a shootout but don't specify the location; Dead Man's Hand comes to mind. Do these take place in Town Square or somewhere else?

A: They take place at the location of the target.

Q: What's up with the card A Coach Comes to Town? It's confusing as all get out.

A: When forming passes, assume that the location of the event is the Town Square.

Q: If you have the most influence and get to draw an additional card, how does that count towards your limit?

A: You have a maximum hand size of whatever plus one. You discard cards before you draw the "bonus" card.

Q: If the Blackjacks beat one of their already wanted dudes to gain 2 ghost rock, can you beat the Branch Office to gain 2 ghost rock?

A: Nope. They're already wanted.

Q: Are goods unique?

A: No. It's unclear in the rulebook, but uniqueness only applies to dudes and deeds.

Special thanks to Luke Peterschmidt and Neal Steed for the Doemtown FAQ. Point your browser to www2.onix.com/wildcard/deadlands/faq.txt for a heap more answers to questions about the game.

HOUSE RULES

THE BEST IN GAME VARIANTS:



Dark Victory

By Jason Schneiderman

At the Day of Thunder world championships the greatest heroes of Rokugan united to defeat the malevolent god that dwelled in the body of the emperor. The horrible undead army fell before the might of the Unicorn cavalry. And, in the real world, the creators of *Legend of the Five Rings* told the story of Doji Toturi's death and Toturi's ascension to the throne.

But what if that fateful day had gone differently? Chris Bergstrom doesn't take the Lion clan to victory; instead, it's some nameless player with a Yogo Junzo's Army deck that comes in first at the tournament. With trembling fingers, Dave Williams is forced to open, rather than tear up, the envelope labeled "EVIL WINS," and watch as the world he created falls into a thousand years of darkness.

As in a standard game of *Legend of the Five Rings*, the object is to destroy all of your opponent's provinces, reach 40 family honor, bring your opponent to -20 family honor or bring all five elemental rings into play.

Everyone needs their own legal LSR decks, both Dynasty and Fate. All cards that refer to the Thunders are banned. This includes the various Clan Thunders, the Mountain of the Seven Thunders, A Soul of Thunder and so on. You may not use the strongholds of dead clans.

- All cards from dead clans lose their clan affiliation and are considered unaligned.
- You may only ally with players of your type—noble or fallen. However, you may oppose any type of clan.
- All players may gain honor from battles. Noble clan players gain honor from bringing personalities into play at full cost and by bowing honor-producing holdings. Fallen clans may gain honor by playing cards that normally cause an honor loss.
- The Imperial Favor is replaced by the Dark Lord's favor.



Rokugan is a much darker place when evil wins, but who can resist the wily charms of Fooyu?

THE EMPIRE UNDER FU LENG

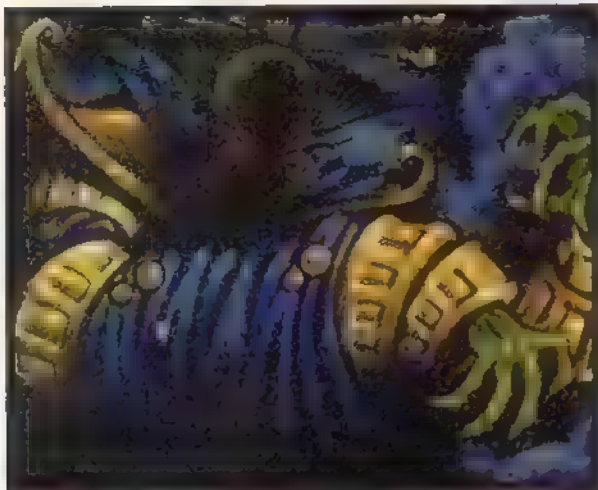
After the defeat of the Seven Thunders, the great clans of Rokugan fall into three categories: those who serve the new emperor, those who rebel against him and those who no longer possess clan status. Each operates by a slightly different set of rules.

The fallen clans have been adopted by Fu Leng and strive to serve him in his capacity as the undying emperor. The Dragon clan has replaced the Lion as the elite warriors of the empire, led by the emperor's new consort, Mirumoto Hitomi. Under the guidance of the crafty Kakita Yoshi, the Crane maintain their hold on the imperial treasury and keep Fu Leng's ear with a mixture of flattery and intrigue. The elemental masters of the Phoenix, corrupt to the core through their pursuit of the Black Scrolls, study forbidden magics with the emperor's approval, while the troops of Yogo Junzo's Army are omnipresent in the city of the Iron Citadel. Each of the fallen clans has received an increase in power. However, they have also been crippled—each is

denied one of the paths to victory.

The noble clans work in secret, hoping to overthrow the dark lord. The Crab clan, battered from its great loss, struggles to beat back the abominations that erupt from the Shadowlands. With their homelands still reeking of taint, the Naga will not return to sleep until the horrors recede. The monks of Shinsei search the prophecies for a way to undo what has been written. Finally, the Mantis clan, having never earned Fu Leng's wrath, still takes its trading ships from port to port, waiting for the proper moment to overthrow the false Emperor.

The four other great clans are no more. The last Akodo has fallen with the last Hantei, and the rest of the Lions are dead either from battle or seppuku. The victory of Junzo came over the bodies of the Unicorns and their peasant troops, now serving the emperor after death. Bayushi Kachiko paid for her betrayal with her kinsmen's lives; with the Black Scrolls opened, there is no need for the Scorpion clan. As for Toturi's Army—the ronin's polished skull sits in Fu Leng's throne room. Yogo Junzo has called the fallen champion "delicious."



To do well in this variant you'll need to please Emperor Fu Leng.

LIVING WITHOUT HONOR

There is little room in the Thousand Year Reign for the "honor" of Rokugan. The old virtues are practiced in secret, but brutality and treachery are the order of the day. On the other hand, the monstrous Fu Leng gives his respect to those who curry his favor or practice abominable acts.

In game terms, this means that both noble and fallen clans can gain honor, and even reach victory from it. However, they do so in very different ways. Fallen clans gain no honor from bringing personalities into play at full cost, nor may they gain honor from bowing holdings. However, taking an action that would normally cause a player to lose honor instead causes an honor gain of half value, rounded down. For example, a Crane player who played a Koiat Assassin gains two honor. Bringing a Black Market into play gains him one honor. Bowing it for gold, however, gains no honor. This does not apply to actions played against a fallen clan player: A Shame will still cause a loss of seven family honor. In addition, all fallen clan characters are presumed to die dishonorably, causing a loss of family honor. Fu Leng has little tolerance for failure.

Noble clans operate under the standard LSR rules for honor.

DARK LORD'S FAVOR

The Imperial Favor has been replaced by the favor of the

Dark Lord, as detailed on the card of the same name. The favor has the following abilities:

Limited: Target a player who must discard a card from his hand.

Open: Dishonor a target personality.

Battle: Reduce one opposing card's force to zero.

Reaction: Reduce one honor gain to zero.

Only fallen clans may lobby for or use the Dark Lord's Favor. However,

noble clans with a sufficient honor score may attempt to block a lobby attempt, or take the favor away from a fallen clan who holds it.

A TIME OF DARKNESS

There are two ways to play a Dark Victory game. The first scenario is fallen clans vying against each other for power in the blood-stained kingdom of Fu Leng. The other pits the fallen clans against the noble ones in a battle to set things right again. Although the fallen clans have a power boost, noble ones can gain honor like wildfire, making the gap close. And, if the noble clan wins, perhaps there is hope for the Emerald Empire after all.

As you can see, Jason Schneiderman always looks on the bright side of life.



FALLEN CLAN STRONGHOLDS

The clans allied with Fu Leng have been rewarded for their treachery. All numerical stats remain the same.

Imperial Keep at Dragon Mountain

When this family loses a province, add two Strength points permanently to all your remaining provinces. Your opponents may reach -20 honor without losing the game.

Limited: Bow a samurai you control to challenge a personality to a duel that may not be refused.

The Provincial Estates of the Crane

You begin play with the Dark Lord's Favor in your possession. You may not win by a Military Victory.

Limited: If you have the highest family honor, you may bow this stronghold to lobby for the favor instead of bowing a personality.

The Tainted Halls of the Phoenix

You may never bring an Elemental Ring into play.

Bow to produce nine gold when bringing a shugenja into play. The Shugenja involved gains the Shadowlands trait permanently.

Reaction: Bow when bringing a spell into play to reduce its gold cost to zero.

Yogo Junzo's Horde

You cannot gain or lose honor. Your cards are immune to fear. Your Personalities may not swear fealty. You may not take political actions or actions which cause another player an honor loss.

Reaction: Bow when bringing a Shadowlands card into play to reduce the gold cost of the card by four.

CREATIVE CAMPAIGNING

INSPIRATION & ADVICE FOR **EMERGENCY**

BY BRENT FISHBAUCH

"Avengers Assemble!"

As your players open the scroll, the words unfurling before them read that six adventurers will gather from all parts of the globe to defeat the invading goblin armies...below that—scrawled in blood—lie the names of all the player characters (PCs). There is a moment of dead silence...before one of your players smacks you upside the head with a half-empty bag of Cheesy Poofs. "What? Not that old 'prophecy' shtick again!" They stomp out of your home in a murderous rage, but not before burning all your gaming supplies.

Assembling a group of adventurers for any scenario without resorting to clichés or plot devices the players have seen a zillion times can be a daunting task, but there are two major ways to improve your chances of generating something new and surprising: "pre-playing" and "the coincidence."

KNOW YOUR PLAYERS

Before the first session takes place, you need to take some time out to come up with good ways to "gather your flock." To do this, it's necessary to know the PCs' motivations. The best way to accomplish this? Have your players fill out bio sheets. A bio sheet is a short list of questions the player answers about his character to give you more information about his prior life and goals than the character sheet with its stats and equipment list can provide.

Some sample questions: Where does the PC hail from? Why does he go adventuring? What events in his past most affected him? The answers to these questions and others like them give you something to work with when linking items or events in the characters' histories. Is one player seeking revenge on the six-fingered sellsword who slew his father? Guess what? That same multi-digit individual is now the right-hand man of the malicious prince who has kidnapped the true love of another PC. Another PC used to work miracles for the same prince before he was unceremoniously discarded for being too old. The more detailed the bio, the better. Just make sure your players remember that their characters are beginners; their pasts shouldn't be

A life-threatening crisis, which requires immediate attention, can be used to quickly unite characters with diverse backgrounds.

more adventurous than their futures.

Before you send your PCs into the world, make sure you as GM know:

- **Where they were born.** Where did they spend most of their lives? Could they have run into each other before the first game session without knowing? Could a number of PCs have been present at the same major historic event?

- **The most important personal relationships of their pre-game days.** Could the PCs be related by blood or by their relationships to a teacher, lover or ruler?

- **Their skills & occupation.** What skills do they possess that may lead them to encounter one another?

- **What they own.** What kind of equipment or personal items do they carry beyond the ordinary?

- **Their reasons and motivations for embarking on an adventurous career.** Are they searching for something in particular, looking for some quick cash to pay off debts, in search of the adrenaline high or on the run from the law?

Possessing the answers to these questions before you start will prove to be an invaluable asset in assembling your PCs cliché-free.

“PRE-PLAYING”

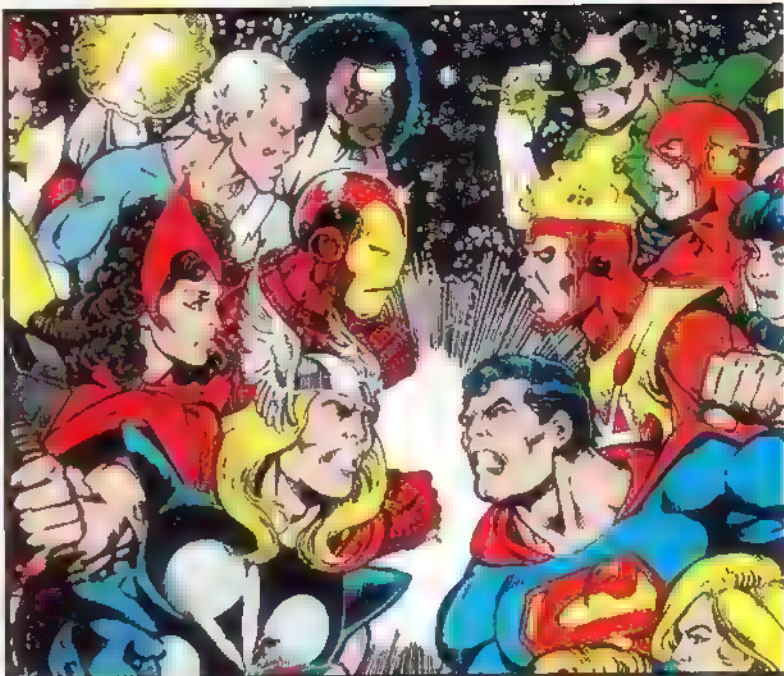
While more work for the gamemaster, playing with the characters one-on-one—soloing—allows you the greatest chance for coming up with something innovative to link your characters

Characters' pasts shouldn't be more adventurous than their futures.

together as a party. You not only get to see how they play, but it allows you to maneuver PCs into positions which allow them to meet less than haphazardly.

For instance, let's say you're running a *Star Wars* adventure. Soloing with your first player, you discover that he is a smuggler, motivated only by profit. During one of his smuggling runs, Imperial forces under GM control board his vessel, and he's forced to dump his contraband overboard to avoid arrest. Now hunted by the crimelord who hired him, the smuggler is forced into hiding on a backwater planet where he conveniently meets PC number two, a novice warrior who decides to go adventuring after he meets PCs number three and four, two droids with a mission who have just escaped the Empire. What seem like chance meetings allow the GM to assemble a party without the actions seeming deliberate or forced. These meetings take time to develop.

Similarly, you can condense the process if you're pressed for time. Pick a couple of characters with similar backgrounds and say they meet on the road. Get them talking to each other: A couple of warriors could share memories of battles in which they've fought; two potential campaign members may discover that they are from the same geographical area; maybe they share the same religion. Though more difficult than soloing—especially if your PCs haven't fleshed out their backgrounds—this initial session will help smooth out the story for the rest of your campaign. However, if your players just hand you a stat sheet and ask you to go to it, you're definitely better off going with...



If at all possible, steer away from plots and devices that would set your PCs at odds.

“THE COINCIDENCE”

If you were to run an adventure like the “prophecy” example mentioned in the opening—attempting to assemble the PCs and begin cold in one burst—it would fall into this category. The trick here is to stay away from clichés—plot devices like the prophecy that have been done to death. Using the coincidence method is straightforward: simply get all the players in the same place at the same time and give them a common goal or bond. This is deceptively easy on the surface, but you must remember that there has to be something to keep the party together after the initial meeting or adventure. For example:

- The PCs happen to be in the same city when riots take place during an anti-war protest. The PCs are arrested, whether or not they were actual participants, and due to an overburdened legal system, they are rushed through a kangaroo court to a death sentence. Now, they must unite to escape or die on the block. After they've joined up, you can set the adventure hook with information possessed by one or more of the players.

- The ruler of a small country needs a dangerous task accomplished as soon as possible so he sets a contest. Teams, assembled randomly, will race to accomplish the goal with a king's ransom going to the winning team.

- Vampire hunters descend en masse on your PC vampires' city of choice. Now, despite their differences, the individuals must band together in order to assure their survival—either by fleeing or discovering the reason behind the hunters' sudden arrival.

Setting up an adventure and assembling a party is just like school in some ways; you're going to get out of it exactly what you put into it. If you and your players are willing to spend the extra time to write bio sheets and solo adventure before you get into the actual campaign, you're going to have a better roleplaying experience—with an emphasis on the fully fleshed-out “role.” If you jump right into an adventure, you'll get a quick fix of action. But just like most things in life, how you begin a campaign depends on personal preference and initiative.

Brent Fishbaugh is just glad that all those creative writing classes in college are starting to pay off. Or are they?

training

In the far distant future, bazooka-wielding Orks stride through bloody battlefields, while veterans of the Imperial Guard hunker down in their tanks and brace themselves for the onslaught. Game Workshop's *Warhammer 40,000* (also known as *Warhammer 40K*) is your passport to this dark vision of the 40th millennium. The mightiest armies of the age are yours to command.

STRATEGIES and GAME IDEAS FOR BEGINNERS

by robert allen

THE ARMIES

In building a *Warhammer 40K* army, you get a certain number of points to spend. Generally, the better an army rates in such areas as speed, shooting accuracy, weaponry and close combat prowess, the more points you'll have to spend to acquire it.

A single Space Marine is far superior to an Imperial Guardsman. His weapon, the trusted bolter, is likewise superior to the Guardsman's lasgun. However, the Space Marine costs 30 points, whereas the Guardsman costs only 10. In other words, you can buy three Guardsmen for the price of a single Marine. While one Space Marine will wipe the floor with a lone Imperial Guardsman, he'll have his hands full facing three of them.

The bottom line: The huge advantage afforded skilled armies is usually balanced by the sheer number of cannon fodder troops you can buy with the same number of points. Here's a rundown on the most common *Warhammer 40K* armies:

SPACE MARINES

STRENGTHS: Imperial Space Marines are truly jacks-of-all-trades. Their soldiers are among the most powerful as they also have access to some of the best support in the game—Land Raider tanks and Space Marine



Dreadnoughts, powerful walkers which are well-armed and difficult to kill. Few armies can outshoot the Space Marines or match their general flexibility.

WEAKNESSES: Alas, all this flexibility comes at a high point cost. Space Marines kick ass, but they are definitely the few, the proud and—usually—the outnumbered.

GENERAL TACTICS: Marines are fast and flexible. That's their thing. Pound the enemy with Devastator Squads, Dreadnoughts, Predator Tanks and Terminators and then use your superior speed to exploit an opening.

IMPERIAL GUARD

STRENGTHS: The Imperial Guard are the groundpounders. They are cheap and plentiful—devastating in mass attacks where numbers count more than skill. They can field a powerful assortment of tanks and also have useful support units: Ogryns, massive abhumans who can take severe abuse and dish out the damage with their impressive ripper guns; Ratling Snipers, diminutive “halflings” who are excellent shots with their needler sniper rifles; and Rough Riders, fast attack cavalry, armed with explosive hunting lances.

WEAKNESSES: Basic Imperial Guardsmen are poorly armed



“Hurry up, lads! We have to take those stairs!”

and armored. They are also not well-suited for hand-to-hand combat and have low-powered characters.

GENERAL TACTICS: You've got lots of troops with long range weapons. Sit back on a hill somewhere and hammer your enemies from afar. Avoid hand-to-hand combat, but be prepared to blitzkrieg in if a weakness presents itself.

SISTERS OF BATTLE

STRENGTHS: The Sisters of Battle are powered armor troops like the Space Marines. Battle Sisters are armed with bolters and heavy weapons, while the specialized Seraphim can jump-pack across the battlefield to devastate their enemies with massed pistol fire or grenades. The Sisters can also field



RESOURCES

GETTING STARTED:

Warhammer 40,000 Box Game, \$69.99. Big box of armies. All of the rules, miniatures, templates, dice and background you need to start playing.

Dark Millennium, \$39.99. Adds more vehicles and psychics to your game. Also includes rules for victory points and strategy cards.

RECOMMENDED SUPPLEMENTS:

The codex of your choice, \$19.99–\$24.99. Each 40k army has its own codex which describes its features: pick an army that interests you and buy that book!

Miniatures, starting at \$5.99. You probably won't stop with the minis from the box set. You'll want new squads, vehicles and characters. Then, you'll want to start that second army...

Orks

a variety of Ecclesiarchy troops, including powerful characters and mobs of Frateris Militia. Although poorly armed and skilled, the Frateris Militia can often overwhelm the enemy with sheer numbers.

WEAKNESSES: The Sisters have poor support capabilities. They are also limited to only a few squad and character types.

GENERAL TACTICS: Divide your forces into two groups: a static anvil and a fast-moving hammer. The anvil—consisting of Battle Sister squads with bolters and heavy weapons—pours fire onto the enemy, while the hammer—consisting of Seraphim and perhaps an Immolator tank—quickly flanks the enemy to surround and crush them.

ORKS

STRENGTHS: Mean and green. Orks are a massive army, with six different clans and a wide variety of weird and powerful weaponry. In addition to being strong as a horde, Orks often possess weaponry that widely varies in effect. Some of their guns—Kustom Shootas, for example—can either be less powerful than a regular bolter or more powerful than a lascannon. They also have fast and well-armed bikes and light vehicles—like buggies and wartracks. The Orks are a gambler's army, but they're always fun to play. With troop names like "Blood Axe Kommandos," "Madboys" and "Freebooterz," how can you go wrong?

WEAKNESSES: Ork weaponry is rather variable in effect: sometimes great, sometimes horrible. Orks also have low leadership and lack strong characters.

GENERAL TACTICS: Orks swarm opponents. Individually they can't hit the broadside of a barn, but get them in a mob, and they're murder. Move to close range and use your mass firepower to wreak havoc. At all costs, avoid close encounters with big nasties like daemons, Space Marines and Eldar avatars.

Painting your miniatures

In *Warhammer 40K*, playing is only half the fun. Many gamers enjoy creating their own armies, painting and modifying them. It takes a lot of practice and patience to get the results you see at cons and in the pages of magazines, but don't despair. It'll take a while to get the hang of precision painting.

InQuest #38 featured an introduction to miniatures ("Heavy Metal," pages 96-100) which shows you step-by-step how to paint these battlefield beauties. Also check out *How to Make Wargames Terrain*, by Games Workshop. But the best way to learn how to improve your painting skills is to talk to another painter; check at your local hobby shop or on the Internet for a veteran with some tips. You may also find some how-to workshops at conventions.



It is a dark time for Remoulak, as the Conehead army fights for survival. Meps!

ELDAR

STRENGTHS: The Eldar are a specialist army—and extremely fast. Each of their troops excel at a certain area, but suffer in others. For example, their Dire Avengers can lay down a withering amount of firepower with their Shuriken Catapults within 24", but they lack heavier firepower or close combat ability. Two of their basic troop types—Swooping Hawks and Warp Spiders—have the ability to traverse the battlefield quickly to go where they are needed. They also boast fast, well armed and powerful support units.

WEAKNESSES: Eldar squads lack flexibility. Also, the armor on their tanks and jetbikes tends to be weak.

GENERAL TACTICS: Use the Eldars' great speed and firepower to swoop in and exploit enemy weak spots. Get out as soon as you do your damage, because your ordnance can't hold up under heavy fire.

CHAOS MARINES

STRENGTHS: Chaos Marines were once a part of the Imperium, but rebelled and were cast out 10,000 years ago. They function

a lot like their Imperial counterparts, except that they lack some of the hi-tech equipment. However, they more than make up for this with the awesome powers of chaos on their side—daemons, Bezerkers, Noise Marines and a wide array of daemonic gifts and powers.

WEAKNESSES: Chaos suffers the same high point cost as Space Marines. Daemons are powerful but vulnerable. Chaos also lacks hi-tech items like Land Speeders and Jump Packs to get into combat quickly.

GENERAL TACTICS: Move to hand-to-hand or close range and then let loose the daemons o' war. Don't skirmish with troops that move faster than you, like Ork buggies and Eldars, because they'll pick you apart.

TYRANIDS

STRENGTHS: The Tyranids are a completely bio-organic army. When they need something, they grow it. These armies

are masters of close combat and possess extreme speed, allowing them to move about the battlefield at will.

WEAKNESSES: Tyranids are poor at ranged attacks. Their strong dependence on the leadership of Tyranid Warriors and the Hive Tyrant is also a problem; if these leaders are all killed, a Tyranid army will probably fall apart.

GENERAL TACTICS: Charge! Most of the Tyranid army needs to be in close combat to do anything. Tyranid armies need to combine their great speed with available cover to get themselves into close combat with the enemy before they're shot to pieces.

ON THE FIELD

So, now that you have a grasp on the different armies, the big question is what to do with them on the battlefield. Here are a few basic fighting styles common to *Warhammer 40K* games:

THE DEVASTATOR. Using heavy weapons, tanks, dreadnoughts, etc., pound your opponent into submission with a withering hail of punishing firepower. This is the preferred tactic of the Imperial Guardsmen.

THE ASSAULT: With superior hand-to-hand ability or a massive swarm of troops, carve through the enemy line. This style involves an all-out charge into hand-to-hand combat. Tyranids like this one.

THE FAST ATTACK: Using fast-moving and hard-hitting troops, come in quickly, deliver a lethal blow and then retreat before enemy troops can react. Repeat as necessary. The Eldar excel at this tactic.

THE FIREFIGHT. Send in "basic" troopers and dish out as much low-strength firepower as possible to wear down a

superior enemy. Even against a Devastator force, such an army can often carry the battle. Accuracy is important for this tactic, making it an ideal mission for the Space Marines.

THE HORDE: Using the cheapest armies possible, build a huge army of little peons who can swarm the battlefield and overwhelm the enemy. Accuracy is not nearly as important as playing the odds; 100 terrible soldiers will usually do more damage in the long run than 10 elite troops. Orks excel at this tactic.

Though each army type has a tactic that most effectively utilizes its strengths, be prepared to change tactics to take advantage of opportunities that present themselves on the battlefield. If you stick to the same tactics every outing, you'll become predictable.

During the game, watch out for units that are "counters" to yours. Heavy weapon troopers are great at shooting at enemy troops across the battlefield, but they tend to get shredded in hand-to-hand combat. There is always an enemy out there you can't defeat. Look out for them.

Maneuvering plays a big role in *Warhammer 40K*. If you're facing a force you can't handle, find good cover or run away. On the other hand, if you see an enemy unit wandering around

Let's take a look at a well-rounded 1,000 point Ork army. You can assemble this army using many of the miniatures that come in the *Warhammer 40,000* Box Game. Presented by Zoggit, Gretchen scribe.

WAAA-HUME-SHASHA ARMY

Characters (270 point total):

- **Warboss Dakbref Humie-Smasha.** Mega-Armor, Plasma Gun, Powerfist. (106 points)

"e's a tough one, Humie-Smasha. Knock yer zoggin' 'ead off."

- **Bigboss Zogface.** Flak Armor, Bolt Pistol, Kustom Shoota. (55 points)

"Da boss's bestest mate. Wif a big, big gun."

- **Mekaniak Twistit.** Flak Armor, Bolt Pistol, Shokk Attack Gun; six stands of Snottin' "Ammo." (73 points)

"Twistit is da fixa when da boyz break stuff. 'e's also 'andy wif dat gun..."

- **Runtherd Ereholdis.** Flak Armor, Bolt Pistol. (18 points)

"Da meanest greenest Runtherda in da whole Waaaa..."

- **Painboy Snippaz.** Flak Armor, Bolt Pistol. (18 points)

"'aartless, evil, cruel git...but comz cheap!"

Squads (495 point total):

- **Nobz Mob.** Five Nobz, with 'Eavy Armor, Bolters, Chainswords. (125 points)

"Da Tuff Gitz. Dey leadz da way across da field..."

- **Bad Moonz Mob.** 10 Bad Moon Boyz, Flak Armor, Bolters; two with

LasKannons. (190 points)

"Da Rich Gitz. Dey iz lazy; dey sit back an' shoot. An' shoot. An' shoot."

- **Goff Boyz Mob.** 15 Goff SkarBoyz. Flak Armor, Bolt Pistol, Axe. (195 points)

"Da Mean Gitz. All dey do is 'WAARG!!' and 'CHARGE!!'"

- **Gretchin Mob One.** 19 Gretchin. Flak Armor, Autogun, Knife. (95 points)

"Da Runnerz. Brave gitz. Dey get shot at."

Support (235 point total):

- **Dreadnought.** With 2 x Powerclaws, 1x Lascannon, 1x Heavy Bolter. (145 points)

"Dis iz Sammie. Sammie is ded 'ard, and ded shooty."

- **Two Warbuggies.** Twin Linked Heavy Bolters. (45 points x 2)

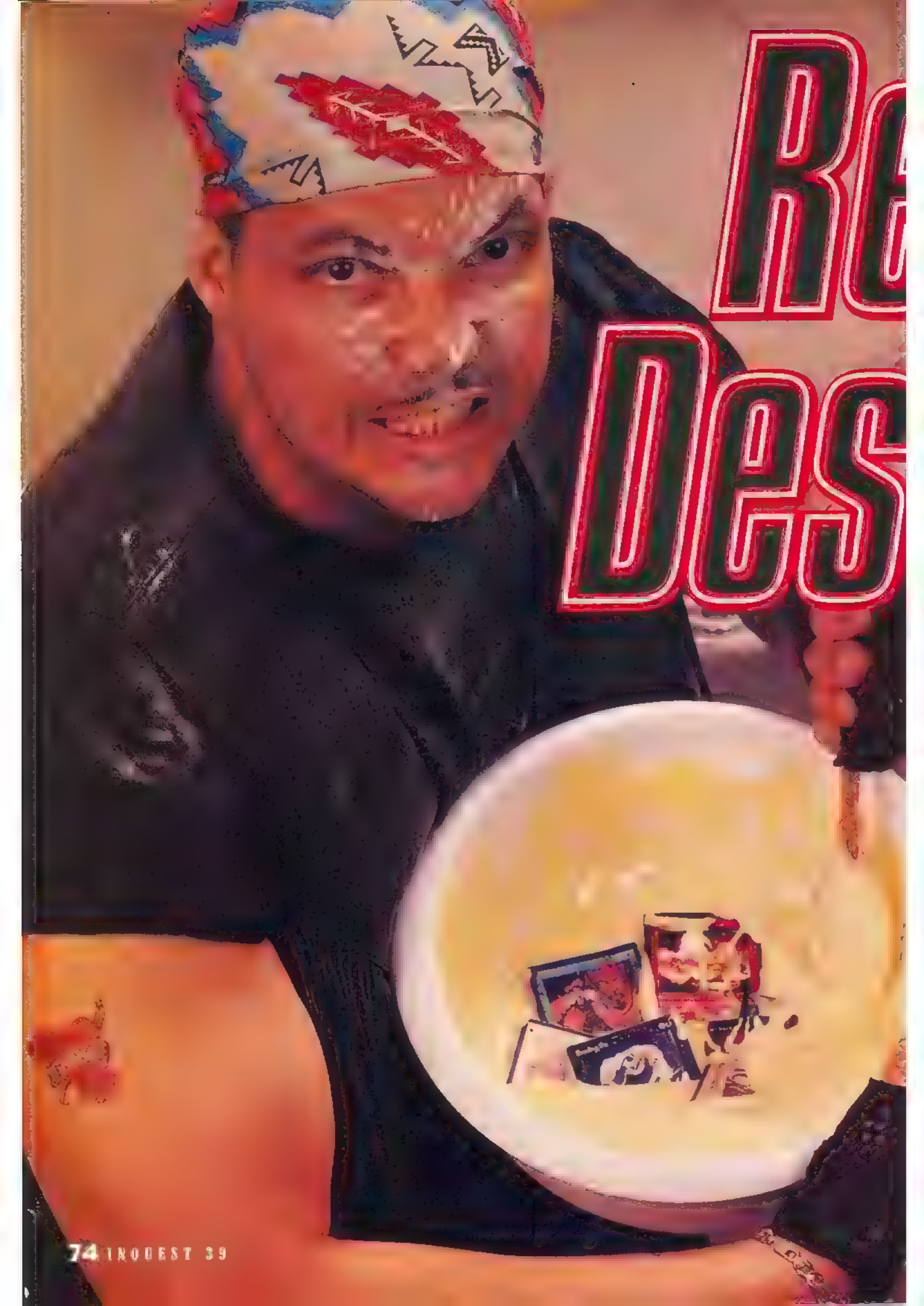
"Dey iz da Danger Boyz. 'Danger,' 'cuz you best not get too close..."



that can't counter your tactics, swoop in and engage it. If your besieged unit is being overwhelmed by a horde army, try to inflict enough casualties to induce your enemy to break and run. If you're lucky, they won't come back. It is almost always easier to break the bad guys than to kill all of them.

Since *Warhammer 40K* is generally played with only two players and no referee, when a situation not covered in the rules arises, it's up to you to interpret the rules. Given that it is a competitive game, it isn't always easy to step back and view things objectively. If the debate starts to get heated and bog down play, do this: Note the problem, agree to work it out after the game and then flip a coin to see which player gets to make the call for that particular session. After you've finished, sit down with the rules and work out the disagreement; you can always cook up a house rule if the rules are silent on the point of contention. *Warhammer 40K* is the sort of game that attracts house rules like big gunz attract Orks; there are probably as many house rules out there as there are players.

Robert Allen, though an all-around nice guy, is not above shameless plugs. Check out his column "Small Talk" at www.rpg.net.



RE
DES

Recipe for Destruction

InQuest
dishes out
the top *Magic*
combo cards

By Jeremy Schichor

l nfinite life. An unshakable defense. Apocalyptic damage without incredible mana expenditure. No single card in *Magic* can give you any of these. But, when cleverly played, a combination of two or more cards can provide you with exactly this kind of massive power. Never doubt that a good combination of cards is more powerful than the sum of its parts.

Consider the cards Brass Man and Veteran's Voice. The Brass Man can untap during your upkeep for one mana, and Veteran's Voice lets you tap the enchanted creature to give another creature +2/+1. On their own, neither of these cards are likely to win many matches, but when combined they become a nigh-omnipotent creature-pumping engine.

Building a *Magic* deck is kind of like cooking. By itself, flour isn't all that appetizing. But add some sugar and eggs and you can make some tasty cookies. Mmm. Cookies. Likewise, when it comes to combos, some cards are the ultimate building blocks. Mix in the right ingredients and you can serve up a plate of ass-whoopin'.

Now that we've whet your appetite for annihilation, here's a look at the eight best combo cards of all time—the cards that promise to create the most potent combinations possible. We've also included a shopping list of prime ingredients to whip up killer combos, 'cause in *Magic* there's nothing sweeter than the taste of victory.

8. Reins of Power

WHY IT'S GOOD: Any time you can take control of one of your opponent's creatures, it's nice if there's a chance you can do something destructive with it. Swarming in to attack your opponent with his own creature always has poetic appeal, but it's even better if you can off the creature in the process. Like a Ray of Command on steroids, Reins of Power does the first part for you, grabbing the reins of all of your opponent's creatures—it's up to you to find something to do with them.

Fortunately, there are quite a few cards that let you dump creatures. The best is probably Goblin Bombardment; it costs nothing to use and you can sacrifice your opponent's creatures en masse. Ashnod's Altar lets you turn your opponent's critters into mana, useful for powering a big spell if he has a swarm of creatures. With Mogg Infestation, you can blow away all of your opponent's creatures, giving yourself twice as many in the process.

Another option is to reap the benefits of one of your own creatures by giving it to your opponent for a turn. Does your opponent refuse to play land to pump up your Dirtcow Wurm? Give it to him for a turn and play the land yourself. Or try wreaking havoc on your opponent by passing him a creature with a heinous upkeep cost, like the Demonic Hordes, during his upkeep.

PRIME INGREDIENTS: Ashnod's Altar, Demonic Hordes, Dirtcow Wurm, Goblin Bombardment, Mogg Infestation.



If you're going to take control of your opponent's creatures, no reason to let him have them back. After you attack, batter down the hatches and fire away!

7. Sorceress Queen



WHY IT'S GOOD: A Sorceress Queen is what you get when a Prodigal Sorcerer dresses in drag. Either that, or a creature with a particularly powerful effect on combat. Alone, the Queen can negate the attack of any one creature—after all, what's a 0/2 creature going to do to you? Gnaw on your shins? More importantly, 0/2 creatures are easy to kill.

The ultimate zero-power slayer is the Dwarven Thaumaturgist, who can saddle the prey of the Sorceress Queen with a toughness of zero. Transmutation works just as effectively, and can catch your opponent by surprise. Dealing two points of damage to the weakened critter with an Orcish Artillery also does the job nicely, as does giving it +3/-2 with the Minion of Tevesh Szat. Another option is to force a creature to attack with a Norritt, cut it down to size with the Queen, and knock it off with whoever's handy—a Sengir Vampire is always ready for a snack.

PRIME INGREDIENTS: Dwarven Thaumaturgist, Minion of Tevesh Szat, Norritt, Orcish Artillery, Transmutation.

A creature with zero toughness isn't just dead. With an ability to regenerate, it's really dead.

6. Spirit Link

WHY IT'S GOOD: Spirit Link is one of the most powerful reusable life-gainers in *Magic*. Stick it on your biggest critter and, whether it blocks or attacks, the life-points start rolling in. Maximizing this life-gaining ability is the key to abusing this card.

Spirit Link works double-duty when you use it on a "pay-my-upkeep-or-else" creature. A Force of Nature will be powerless against you if you decide to stiff him his upkeep snack, plus you get the normal life bonus when Swamp Thing (or Leaf Thing if you're using *5th Edition*) stomps through combat. You can also use Spirit Link to abuse the power of direct damage-dealing creatures. A Spirit Linked Orcish Artillery will net you two points of life for every two points of hurt it dishes out. If there are enough creatures on the table, a Spirit Linked Crypt Rats or Ifh-Biff Efreet will earn you dozens of life for just a few mana.

Spirit Link's low casting cost means you can toss it in any deck with even a small splash of white, so stick it in that deck that just needs a little extra life-gaining. Or, use it with other life-gaining cards and build up an unscalable wall of life.

PRIME INGREDIENTS: Banshee, Crypt Rats, Force of Nature, Ifh-Biff Efreet, Mogg Maniac.



"One point of damage for every creature in play, 10 life for me. One damage for every creature in play, 10 life for me. One damage..."



5. Fire Whip

WHY IT'S GOOD: Fire Whip is an excellent way to get use out of those early-game weenie creatures—a Llanowar Elf in the mana-rich late-game environment is pretty useless, but you can give him a new lease on life as a Prodigal Sorcerer. But why is Fire Whip an awesome combo card? Because it does something no other card does: It grants a creature the ability to deal damage to a player, as opposed to an enchantment dealing the damage itself.

This means you can use all those creature abilities that activate whenever a creature damages an opponent, without having to attack. For instance, put a Fire Whip in the clawed hands of Nicol Bolas. In addition to being hit for one point of damage each turn, your opponent will also lose his entire hand!

If you equip a Marsh Viper with a Fire Whip, your opponent gets poisoned to death in a mere five pings. In a game with several players, The Fallen wielding a Fire Whip should put you ahead of the pack. Fire Whip can be the center of a deck devoted to this type of combination, but it's just as easy to blend a handful of these combos into a deck with another theme, doubling the power of the deck.

PRIME INGREDIENTS: Lowland Basilisk, Marsh Viper, Nicol Bolas, Sengir Vampire, The Fallen.

"Tap: Target opponent must discard his or her hand. Who wouldn't play with a card like that?"

4. Breeding Pit

WHY IT'S GOOD: The Breeding Pit was one of Dominaria's first fast food joints. For just a couple of mana down, you get a Thrull McNugget each turn. These McThrull tokens are great as basic cannon fodder, and they pile up quickly unless your opponent neglects his defense in favor of beating down the Thrull population. Plus, if you slap a couple of Bad Moons on the table, your flock of sacrificial lambs becomes a horde of bloodthirsty beasts, ready to make fodder out of your opponent.

The real beauty of the Breeding Pit, and other creature generators like it, is that you can take advantage of creature sacrificing effects without blowing a summon card each time. Instead of frantically depleting your hand to keep the Lord of the Pit sated, you can rely on a steady supply of fresh meat from the Breeding Pit. Why waste your better creatures on a Skull Cata-pult when you can decimate your opponent's forces with a downpour of Thrull corpses?

With so many uses, Breeding Pit can be the central card in a number of decks, with "horde" decks and "big-black-monsters-that-like-to-munch-on-other-critters" decks being the most popular.

PRIME INGREDIENTS: Bad Moon, Fallen Angel, Lord of the Pit, Mob Justice, Stronghold Assassin.

There's nothing like a pile of angry Thrulls to beat down your opponent with a little Mob Justice.



3. Balance

WHY IT'S GOOD: Balance is the ultimate "reset button," bringing everyone down to the same level. This makes it the cure-all for slow starts. Evening things out is all well and good, but the real key is using it in combos, where a well-timed Balance can give you a decided advantage. And the combos are many.

Try stashing your critters in Cold Storage or Safe Haven before dropping the bomb for an instant creature advantage afterward. Sacrifice your land to a Zuran Orb in response to casting Balance and you get a massive life-point injection while everyone else just gets hosed. Mishra's Factories and Jade Statues also work well, since you can play the Balance when they don't count as creatures, leaving your opponent out in the cold and you ready for action. Another good time to Balance is after attacking with a Teferi's Veil in play. While your creatures are stowed safely away in phased-out land, your opponent's critters are screwed.

And don't forget that Balance can be used to force your opponent to discard as well. With five cards in hand, try casting a Mind Bomb—while your opponent agonizes over how much damage to take, just discard all of your cards except the Balance. Then play the Balance to flush your opponent's hand.

PRIME INGREDIENTS: Cold Storage, Mind Bomb, Mishra's Factory, Teferi's Veil, Zuran Orb.

Pump up your life while flushing everyone's mana flow—stock a few land in your hand and hit the ground running while everyone else just hits the ground.



2. Enduring Renewal

WHY IT'S GOOD: Dominaria's wintry Ice Age brought us more than Jaya Ballard and the Kjeldoran Skyknights; also rising from the snowy depths was the one card that has spawned more infinite loops than any other: Enduring Renewal. Even on its own, Enduring Renewal is a powerful game-changer, making the minions you already have on the table effectively immortal. What's more, the penalty that newly-drawn critters fly straight to the boneyard is easily circumvented with a friendly Hell's Caretaker or a Miraculous Recovery or two.

Enduring Renewal's real power, as alluded to before, is its ability to create infinite loops. Take, for instance, a Fallen Angel and any zero-cost critter and bingo! Infinitely huge Angel. Additionally, since Renewal states that creatures hit the graveyard before going back to your hand, a Soul Net will dredge up as much life as you have mana to dump on it.

Combine Enduring Renewal with Aluren and you can churn out cheap creatures for free. As long as your creatures have a casting cost of three or less, they'll be practically immortal. Add a self-sacrificing creature like Mogg Fanatic, Blood Pet or Bottle Gnomes to the combo and you've got a potent infinite loop.

PRIME INGREDIENTS: Aluren, Ashnod's Altar, Hell's Caretaker, Mogg Fanatic, any Spike.

The king of three-card-combos, these three cards spell instant doom for your opponent. How much damage you want? 20? 50? Infinity?!



1. Icy Manipulator

WHY IT'S GOOD: The Icy Manipulator is a sort of "Swiss Army card," a useful addition to virtually any deck. The most basic use is as an inexpensive means of shutting down one of your opponent's toys, be it that unblockable attacker or that annoying Maze of Ith.

More significantly, the Icy lets you take advantage of the rule regarding tapped artifacts—specifically, that a tapped artifact doesn't generate any effects. With the simple tap of an Icy, you can deprive your opponent of the benefits of your Howling Mine or laugh as your opponent's Black Vise sits impotently tapped until you destroy it at your leisure.

Then there's the famous Nettling Imp trick. Tap an opposing beastie, force it to attack with the Imp and then watch it perish as it sputters like a flipped-over turtle. The trick works just as well with a Royal Assassin, giving him a prime target for stabbing.

PRIME INGREDIENTS: Howling Mine, Nettling Imp, Royal Assassin, Sands of Time, Winter Orb.

Icy and Winter go together like you and cream, and even Farmer Clump can figure out that being able to tap all your land's away can win you against a steady stream of Orbs is a good thing.

Jeremy Schichor fancies himself quite the chef. He's particularly fond of his latest recipe—Ouphe-berry Pie.



TORAMAR AFTER TORAMAR



How to send your RPG on a roadtrip through the centuries

by dan joyce

The death knight advances. Your paladin, stumbling backwards in his armor, draws his laser pistol and starts firing. Fighting the shimmying controls, your starpilot crashes his ship through the spires of the Bastille, skidding to a halt on Paris' cobblestone Rue de Guerre. You've era-skipped four hundred years to 1789, smack-dab into the middle of the French Revolution.

Past? Future? With time travel, it doesn't matter; your campaign possibilities are endless.

Time's grand framework is a first-class campaign seed. It opens the door to just about anything you want: cyborg assassins from the future, Victorian inventors traveling to the twilight of humanity, dinosaur hunts in the distant past. You and your players need never be bored again. But—and it's a big "but"—time travel is also a Pandora's Box full of paradoxes waiting to bite your campaign in the ass.

Here's one: You give your players the keys to Doctor Who's TARDIS, and the first trip they make, your group's gun-nut accidentally blows away his own grandfather. Ergo, the gun-nut's father was never born, and neither was the gun-nut, so he couldn't have gone back in time in the first place. Unless you're double-majoring in philosophy and physics, you might scratch your head over this one.

Have no fear; *InQuest* is here to help. Is changing the past logically impossible? Probably. But don't worry about it; while it's a true scientific fact, it's also dull. If you want to run time travel adventures, forget about the paradoxes. We don't want you to hurt your brain.

Keeping that in mind, here are five theories of time with which you can have a bit more fun...

theory #1: fixed history

Time runs on rails; you can't change recorded history. This isn't as bad as it sounds. The leeway you have is that much of history isn't recorded, and the player characters (PCs) can get

away with filling in those factual gaps in the knowledge of historians; the players' actions are what "actually happened" at the time. Your PCs can even be the agents that make key events happen. For instance, the PCs could suggest to Ulysses during his siege of Troy that he might build a wooden horse. Don't worry that this creates a time loop with no clear beginning or end; everything will still make a kind of sense.

The problem you face is that you will have to fudge things occasionally. If the PCs could travel back to the first century and try to stop Nero from burning down Rome, somehow or other the attack will fail. They'll get discovered by Nero's guards or the gun will misfire. Be subtle. The players should not know they're in a world with an unchangeable past.

This kind of time theory is well suited for occasional hops to the past, but doesn't work well for regular time travelers; the players will realize what's going on and feel powerless.

Example: Players from the future are on the trail of a body-swapping sorcerer who travels back to Dallas, 1963. The players meet a drunken bum who claims to be JFK, who will subsequently be arrested and hung for an earlier murder. Meanwhile, the sorcerer, in Kennedy's body, will be coming down Dealy Plaza the next day. The police have everywhere covered—except for that grassy knoll, over there...

Either, the players shoot from there and get away, or someone else will. Your options are open because history doesn't record who, if anyone, shot from the grassy knoll.

theory #2: elastic history

You can change the past, but history will "snap back" into a similar pattern. For instance, if you kill Stalin, another Russian with a similar background will take his place and do many of the same things. Major events can't be derailed, only altered.

Minor changes will work through to the future. What constitutes a minor or major change is up to you. Here's an example of a minor change: A PC who kills his ancestor discovers, on returning to his present, that he now has a completely different set of ancestors and, from the point of view of everybody else, a new identity. He is still a Victorian inventor, but he lives in a different house and has a different name.

The PCs can retroactively change history for everyone else. They will retain their memories of events which—now, after the change—never happened. Assuming the PCs aren't the only people who can travel in time, you'll need some justification for why history isn't continually being revised in minor ways. Presumably someone who is immune to having their memory altered is fighting to maintain the status quo. In *Feng Shui*, it's the various factions in the Secret War. It could be time cops, Time Lords, whatever. This is even more important for the next theory, fragile history.

Elastic history is fine for a time-hopping campaign, but works better in combination with fragile history; that is, history is basically elastic, but has a breaking point if a unique condition is met.

Example: Let's say, in a superhero game, three heroes are blown away

Time travel should always capture the fantastic, not the mundane. Who wants to adventure in a time where nothing neat happens?



Go ahead and napalm your knights. Anything goes in time-travel-based RPGs.

by Dr. Megatonne; the fourth, an inventor called Omega, escapes and subsequently invents a time travel device. Omega travels back to the fight with a howitzer aiming to “surprise” Dr. Megatonne and save his friends. Alas, the three heroes do a double-take when the newer Omega appears and Dr. Megatonne wastes them in the confusion. “Omega: Whose Side Are You On?” reads the newspaper headline when Omega returns to his own time. He’s changed things a little, but that’s all.

theory #3: fragile history

Any change in history will completely derail the future. If the PCs kill Hitler, World War II doesn’t happen. What happens next is up to you. Possibly Stalin takes Poland, then advances across Europe. Britain, Germany and the United States ally against Russia, causing the fall of communism in the 1940s, but resulting in the Federal States of Russia and East Asia arising as the premier superpower in the 1980s.

Since events snowball rapidly, don’t make the trigger for change too sensitive unless you want to keep track of, for example, every cigarette butt the players drop in the past. Let the PCs get away with anything that doesn’t contradict recorded history.

Most players will assume they’re operating under this theory of time travel; don’t disillusion them, whichever theory you are using. It is, arguably, the most satisfying for them, but it’s the most work for a gamemaster, especially in a time-hopping campaign.

Example: The PCs have a blank slate. Their actions in the past are as unlimited as their actions in their own present. If

they save the life of Julius Caesar, they might unwittingly prevent the fall of the Roman Empire. In fact, the empire might continue up to the players’ present: a stagnant, slave-based society with only minor technological advances. Everything the PCs ever knew will be gone. Ooops.

theory #4: parallel timelines

You can’t change the past, but you can jump to a parallel world. So when the PCs travel back in time, they appear in a parallel timeline where the present corresponds in some way to the events of the PCs’ own timeline.

The new timeline could be exactly the same as the one in the PCs’ past up until the point they enter it. At that point everything will diverge from the history they know. So if a villain goes back in time and kills Abraham Lincoln, he really will kill him in the new timeline, splitting the United States into two warring nations in only that timeline. In the villain’s own timeline, however, nothing will change—except the villain disappears.

Another possibility is that the PCs travel to what is an “alternate world” timeline already. For instance, the PCs might appear in a world where Germany and Japan won World War II, where the social roles of men and women are reversed or where dinosaurs didn’t die.

This theory is great for a wide-ranging campaign, as you can send the players anywhere. A minor problem is that the players may feel cheated; they can’t change things where they really count—i.e., in their own timeline.

Example: The PCs step back a decade into their past, where they meet younger

versions of themselves. They may want to give advice to their doubles so they don’t make the same mistakes the PCs made, but maybe the doubles aren’t that happy to see them.

theory #5: the unknown

You don’t have to use any of these theories of time travel, of course. You could invent your own. For instance, maybe history is fixed and if you do anything that contradicts it, you immediately get returned to your own era. Or maybe you can only spend a set amount of time any-when that’s not your present—say 60 minutes—before reality snaps you back to your own era?

Maybe you can only travel mentally within your own lifetime; you can travel backwards or forwards and do things differently, but you can never be in two places at once or travel outside your own lifetime.

After you’ve got your theory straight, be sure to run through a few possible scenarios in your head before the players make their first trip.

Example: Time travel lets a reality-altering “chaos” seep into the world, warping those who travel in time or warping their arrival/departure points. PCs themselves could be changed; upon each return to the present, their belongings take on elements of the time periods they’ve visited. Or maybe a trip to the past introduces this “chaos element” and changes start to spread. How can the PCs fix the past when every time they go back, more chaos is introduced?

there and back

How the PCs travel in time isn’t that important. For the sake of a story, players can swallow any scientific or magical gobbledygook: rifts in space, a Victorian machine, a blue police telephone box, a high-level magic-user spell. All are fine.

The main criteria is that time travel should be *difficult*. Otherwise, everyone would be doing it. In a sci-fi game, a time-travel device would be highly guarded. In a fantasy scenario, the spell might require exotic components to cast and only be known to a small number of sorcerers. If there are time holes in space, there should be few accurate maps of them.

A secondary criteria is that time travel involves some kind of special effect. Characters should arrive surrounded in a nimbus of electricity, throwing up their breakfast or spend an instant surrounded by the screams of lost souls who have

been erased from time—anything to remind them that it's not like merely walking out the door.

Most importantly, you should ensure that the means to travel in time stays in your control, not the players'. If they possess the device themselves, make it unreliable. Or have a non-player character (NPC) use the device on them. This might seem totally arbitrary and unfair. It is; however, it is also necessary. If you don't agree, wait until five duplicates of your party's gun-nut are hunting tyrannosaurs on an evening when you'd prepared a scenario about smuggling on the Thames in 18th century London.

character translation

When characters from one era arrive in another, it's simplest if they just appear the way they left. A wizard arriving in the 20th century in a business suit stretches credibility in a way that a wizard arriving in his own robe doesn't.

This isn't to say you can't impose some conditions. In "The Terminator," only living material can travel in time. Or you could have only the minds of the characters travel in time, as in the TV series "Quantum Leap." So if your Victorian PCs travel back to the Iron Age, they arrive in the bodies of, for example, Celtic warriors. You'd then need to generate new physical stats but not mental stats or skills.

Game statistics and rules are otherwise not a problem. If you play *GURPS* or the Hero system, you're laughing; they'll fit any period. But even if you play a game that's tied to one genre like *AD&D*, creating damage ratings for 20th century guns and so forth should be straightforward. Don't feel obliged to switch game systems; your players will only be confused by the abilities of their new characters. Make the new world come to them.

Time travelers in the past are rarely a problem. Physics, like logic, should work in any world. Your space age mercs will have their lasers until the batteries run down.

Magic is trickier. What if your *AD&D* mage comes to the present day? *Feng Shui* answers this problem by giving its different junctures different ambient magic levels, making magic easier or harder to use—easy in A.D. 71, hard in A.D. 1998. If you like the idea, you could rule that an *AD&D* mage's spells take 10 times longer to cast or have a chance of failure in the 20th century. If not, go with what makes you comfortable.

Language difficulties in time travel adventures are a drag. Make sure one of your PCs has a universal translator, a "comprehend languages" spell or a phrase book. Or let them learn the new language in nothing flat, like H.G. Wells' time traveler. They're here to adventure, not mime.



Check your power armor before time warping back to 150,000,000 B.C.

"Let's Do the Time Warp Again"

Top 5 time settings for your campaigns

1. 150,000,000 B.C. (The Jurassic Age)

Time Theory: Fragile.

Possible Scenario: An archenemy destroys the PCs' town or castle with dinosaur-riding cavalry, slaughtering hundreds. Can the PCs go back in time and stop him from getting the eggs?

2. A.D. 1250 (The Middle Ages)

Time Theory: Parallel Timelines.

Possible Scenario: If you're running a science-fiction or modern-era campaign, it's a dose of fantasy. If you're running a fantasy campaign, it's a historical look at how life really was in the 13th century, and how different it is from the PCs' fantasy world, which the players may believe is medieval.

3. A.D. 1605 (Renaissance England)

Time Theory: Fixed.

Possible Scenario: The players are on the trail of an insubstantial chaos demon, which now resides in the body of an innocent man called Guy Fawkes...who subsequently decides to blow up Britain's House of Parliament.

4. A.D. 1942 (20th Century Battlefield)

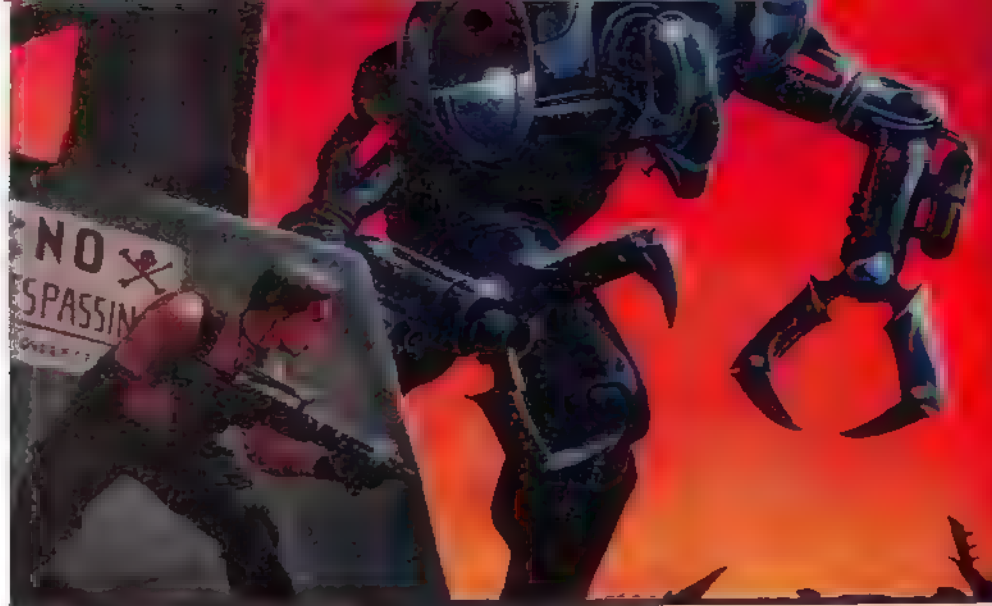
Time Theory: Fixed.

Possible Scenario: The PCs arrive in the chaos of World War II (or you could substitute any other war) to stop a single combat medic from becoming one of the many casualties of war. If they don't, the man will never discover the cure to one of the great diseases plaguing their era.

5. A.D. 2950 (Post Apocalypse)

Time Theory: The Unknown.

Possible Scenario: Earth is a blasted ruin. Aliens have brought the PCs here for sport through some bizarre time travel apparatus. The PCs are under the aliens' control for a few hours, then automatically return to their own time. Each trip brings torture and manipulation to the PCs; they realize that the more trips they make, the more they start to "fade" from reality. Can the players figure out a way to stop the aliens before it's too late?



*What happens when a medieval priest runs into a futuristic robot?
We'll close our eyes.*

paradox problems

The point of time travel is to open new areas for your players to explore, not to revise what they did yesterday over and over again. Keep the following in mind:

Few jumps. Occasional big jumps are better than frequent little jumps. You can enforce this by not letting the PCs keep a reliable time travel device or by making only certain dates "open" to time travel. Maybe the "essential swirliness" of the time continuum means that there are only a dozen different dates to which they can travel. Or you could rule arbitrarily that only one version of a person can be in one place at any one time; any others will be D.O.A. If you do allow more than one version of a PC to exist, give the player control *only* over the most "recent" version. Earlier versions should be NPCs controlled by you; this can lead to interesting situations.

Historical knowledge. Knowledge, or lack of it, is another hurdle. Most of us have a grasp of pseudo-medieval Europe, but what about Elizabethan England or South America in the 1700s? Sourcebooks will help but they're difficult to manage if your players suddenly turn up where you least expected. Unless you improvise well, they should travel somewhere only when you're ready for them to go there, so you can prepare the ground ahead of time.

I've assumed you'll use Earth for time traveling. This isn't necessary, but its detailed history makes it so much easier if you do. If you don't, either write a detailed history for your own campaign—and let the players see at least some of it—or pick a world that already has a detailed background; *Traveller's* universe would work, as would *Glorantha's* or *MERP's*. If your players don't have a grasp of your world's history, time traveling will bomb.

Erasure. A big problem when you're

GMing with a fragile history or a parallel reality timeline is that you'll continually be erasing all your hard work. Your campaign gets rubbed out each time. All those NPCs you lovingly detailed never existed.


You can get around this in a way that's still satisfying for the players by using this theory: The soul is immutable. People's histories can be changed, but their souls, their personalities, stay the same. So the same NPCs exist in different circumstances, with different memories.

Let's say, in a fragile timeline, super-heroic PCs return to their present to find they've accidentally allowed Japan to win World War II. Their archenemy Dr. Megatonne never existed, but a similar miscreant with the same traits currently does. Only now, this "new" villain is the commander of a POW camp, where all captured resistance fighters are sent.

The PCs—they discover from "old friends" who know them by other names—are such resistance fighters...

time's up

Time travel offers some interesting philosophical paradoxes, but while these may work well in novels or in the smoke-filled rooms of student discussion groups, they usually suck wind in a game situation. The whole point is to take your players somewhere interesting and new, not just to whisk them out of the dungeon and into a confused argument. Your campaign might be sophisticated, but don't lose sight of the fact that roleplaying is about having fun, not crunching logic.

So what are you waiting for? The history of the universe is at your fingertips. It's about time you get started... 

Dan Joyce wishes he had the keys to Dr. Who's TARDIS, so he could throw them away.

Check-out Time

Here are some of our favorite time-travel resources:

GAMES

Feng Shui

The ultimate action RPG. Exotic sorcerers, martial artists, men in black suits and futuristic cyber-demonstrators cross each other. The PCs are caught in the cross-fire.

GURPS Alternate Earths

A sourcebook giving alternate histories. Invaluable for "infinite timelines" or "rogue history" games.

GURPS Time Travel

Offers a survey of time travel adventures and dimension travel in fiction and scientific thought as well as insights on possible paradoxes, campaign backgrounds and a timeline of interesting dates.

BOOKS

The Anubis Gates, Tim Powers

A 20th century historian travels to London circa 1810. Classic "fixed history."

The Fall of Chronogellis

Barrington J. Bayley
Two empires try to erase each other from history. Excellent time theories.

Lightning, Dean R. Koontz

Nazis try to win World War II by time traveling into the future.

A Sound of Thunder

Ray Bradbury (*Snowday in It is for Racket*)
A time traveler hunting a *Tyrannosaurus rex* changes the course of history with a single mistake.

The Time Machine, H.G. Wells

The original. A Victorian inventor travels into a ghastly far future.

FILMS

The Terminator (1984)

A cyborg assassin tries to kill the mother-to-be of the leader of the human rebels. Fragile history: "There is no fate but what you make."

Twelve Monkeys (1995)

A survivor in a plague-ridden future returns to our present to attempt to locate an original sample of the virus so future scientists can create a vaccine. Fixed history.

BAD to the BONE

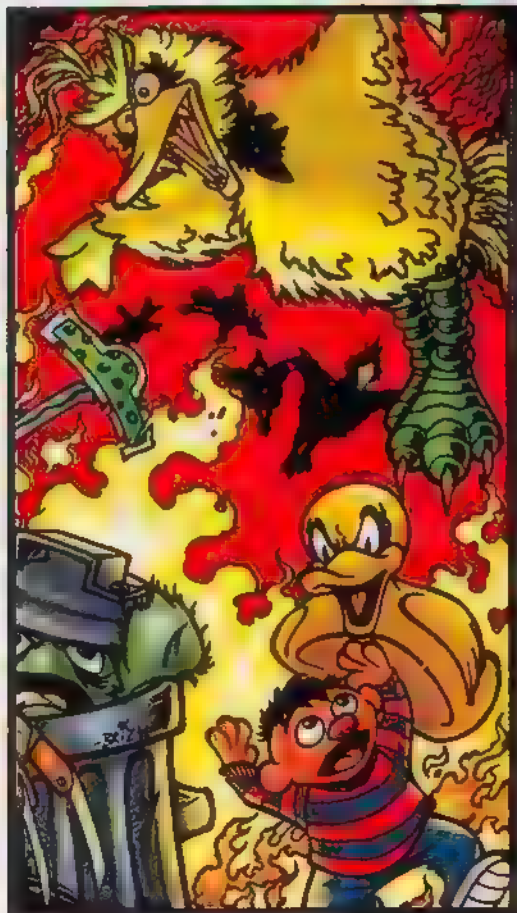
Games We Don't Want to See

By Rick Swan and the *InQuest* staff. Artwork by Brian Douglas Ahern.

Grade A stinkers abound in the world of gaming. We named more than a dozen in last year's "Games That Suck" article (*InQuest* #29). But it's not enough to just name 'em; we want to stop them: stamp 'em out before they ever get made. So, as a preemptive strike, we compiled a list of games that should never be made. Ever. Games that would stink so bad they'd peel the paint,

scorch the wallpaper and send buyers fleeing for the hills.

So join us as we look at some of these losers. We'll peek at the pathetic premise, the would-be audience (*Its Only Chance*), possible expansions (*The Franchise*) and the ultimate reason for the game's demise (*The Worst Part*). You may want to get a clothespin to protect those delicate nasal passages before reading further.



Sesame Street RPG

Premise: To get a piece of that high-spending young audience, White Wolf decides it needs to license a big property. But all the good one's have been taken, except... "Sesame Street." In this chilling RPG, titled *Oscar: The Grouching*, you assume the role of a pissed-off puppet. With disciplines like Alphabetaulogy, Countecism and a key stat based on how much room your character has to accommodate a hand up its butt, characters struggle to find their place in the Goth-Pup world. Gradually they become Dark Muppetou, also known as Mupperou. As their fiery world, known as ChiTeWo, closes in on them, the Mupperou each confront their greatest horror: "Evil" Ernie faces the rubber ducky from hell; Bertferatu must face The Count for leadership of the clan; Cookie Monster is stalked by a garlic macaroon. Mupperou advance through the Traditions, passing from the Masquerade to the Progeny until they at last become the Stuffed, a state which can only be attained through regular sustenance in the Binky Pool.

Its Only Chance: TV stations start intercutting "Sesame Street" with horror movies, introducing characters like Fozzie Krueger, Norman "Big Bird" Bates and Tickle-Me Jason.

The Franchise: Significant crossover potential with other children's shows. New characters could include Assamite Sam, Ravnos Runner and Brujah Bunny.

The Worst Part: When exposed to the fiery pits of the underworld, Mupperou tend to ignite. Every sourcebook is sponsored by the numbers 6, 6 and 6 and the letters d, i and e.

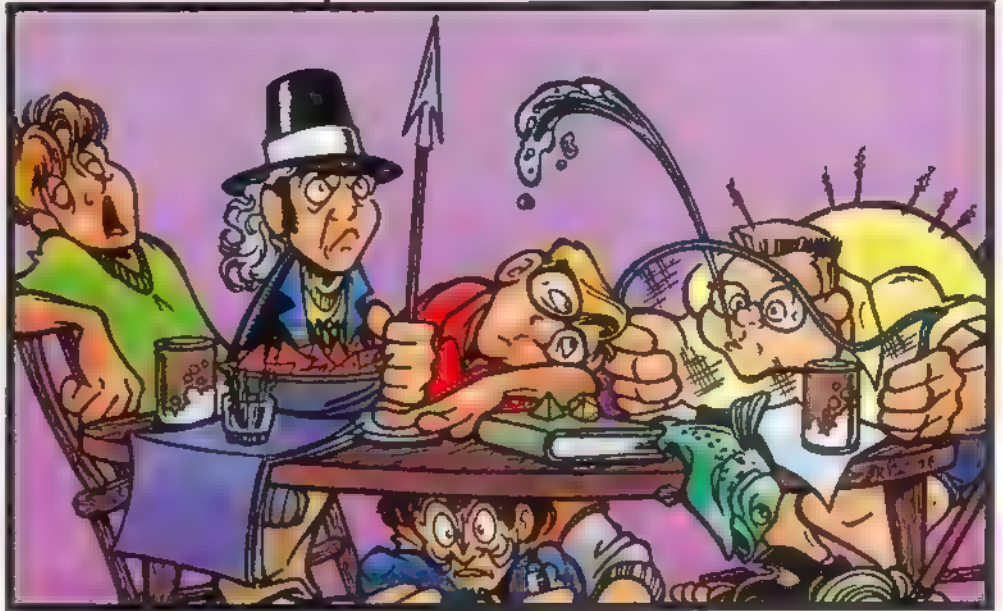
Moby Dick RPG

Premise: The gamemaster plays the whale, known as *el grande Moby* in the Spanish version. The players, as the captain and crew, are rated for Endurance, Stamina, Endurance and Disguise Self as Carp. The typical game—actually, every game—revolves around the captain and crew roaming the ocean, looking for whale, not finding whale, going home. A “Swab the Decks” sequence occurs between games where the captain earns experience points for (1) giving inspirational speeches about whale obsession and (2) buffing his leg. The crew earns them for (1) staying awake and (2) not giggling. The game really comes alive roughly two percent of the time when you get to roll a “thar she blows” encounter. The crew then gets to launch toothpick harpoons at the GM, while he simulates whale spray by filling up his mouth with Dr. Pepper and popping his cheeks.

Its Only Chance: Game is declared a classic and kids are forced to play it in school.

The Franchise: James Cameron makes game into an epic film, West End gets rights to RPG based on the film (but releases no supporting materials), Wildstorm Studios makes a *Dickblade* comic based on a Wizards of the Coast CCG. Action figures follow...

The Worst Part: Keeping Ahab’s wooden leg away from beavers.



Spice Girls CCG

Premise: Colorful deck includes multiple images of Sporty, Baby, Scary, Muggy and Loopy, plus two auxiliary members, Stinky and Bloaty. Each card contains only one number for “Girl Power,” either one, two or, uh, two. To play, deal out six cards, then take 15 minutes to arrange them right-side-up in hand. If successful, players then attempt to add up “Girl Power” ratings—whoever scores highest, wins. Weeee! Advanced game involves the Spice Girl Challenge, where players lay cards on the table and shout “girl power!” along with the card’s value. After players have placed their cards, they roll dice to see who wins.

Its Only Chance: Collectors will want to acquire entire set that, when assembled, shows a life-sized reproduction of Baby Spice’s butt. Hardcore fans will want to confirm the rumor that the deck contains a nude photo of Stinky. Manufacturer, however, will deny everything.

The Franchise: Expansion decks introduce additional power cards like three’s and four’s. Whoever currently owns *OverPower* will claim game violates their patented play methods, ending franchise.

The Worst Part: Trying to figure out how many is six.



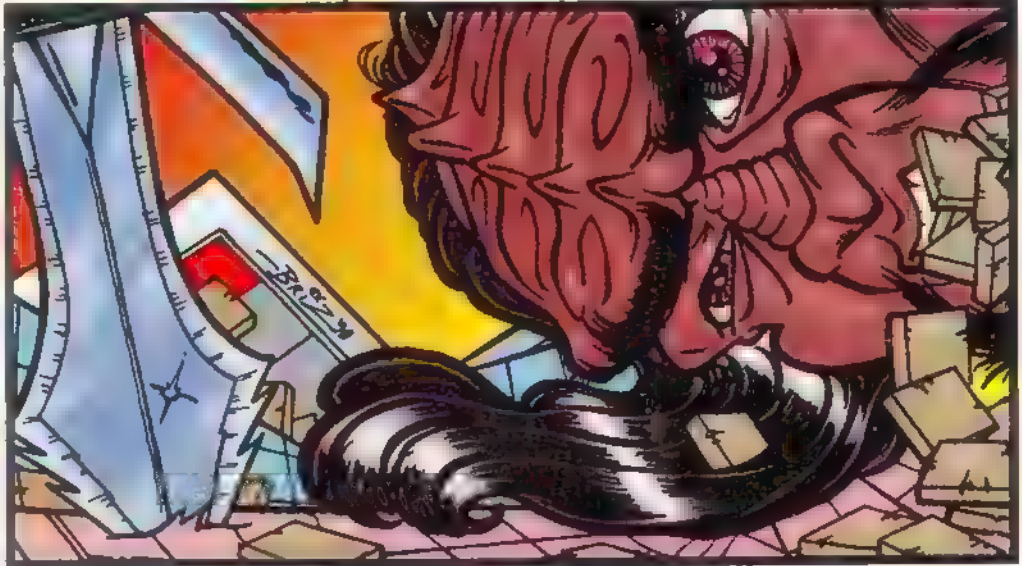
Klingon Scrabble

Premise: Players decide who goes first after participating in the Sacred Right of Kar'qap Uulon, where opponents hold each other to the floor and stuff tiles down each other's throats. This continues until somebody barfs, at which point his family is admitted into the High Council and the *Scrabble* game can get underway. First player screams the warrior's cry, hacks up tiles into a bucket. While they're floating around like alphabet soup, he forms words. Every word counts. "Klaataka," "blhq" and "q'aapla" are all legal, making for an interesting but lengthy game. Victory goes to whoever wins Martaak Fun'gan's Showdown of Honor, in which players use the game pieces as weapons. Double points are scored for landing blows to the head with the game board. Putting an eye out with a Q, X or Z tile ranks as a Triple Wound Score.

Its Only Chance: Those guys at conventions.

The Franchise: Klingon fever sweeps the country. Milton Bradley releases *Bat-lethship*; Mayfair, *Klingon Encounters* and Parker Brothers, *(Get A) Clue*.

The Worst Part: Barf-encrusted tiles reek of blood wine. Fourteen Q's in Klingon version of *Scrabble*.



Brady Bunch RPG

Premise: Players assume the roll of one member of the cast (Mom, Dad, Alice, Greg, Peter, Bobby, Marsha, Jan, Cindy, Bloaty, Stinky), with statistics determined for Attractiveness, Intellect and Acting Like a Dork. Each PC competes for victory points by completing a specific task. For example, boisterous Peter must date the girl of his dreams; determined Greg must nail Mom; loyal Dad must nail Bobby; fun-loving Jan, must subject Marsha to painful lingering torture. Bonus points are awarded to any cast member who successfully exposes guest star Keith Partridge as a woman.

Its Only Chance: A surprising number of potential buyers are still hot for Alice.

The Franchise: Campaign modules include *A Very Brady Amputation* and *The Brady Girls Get Neutered*.

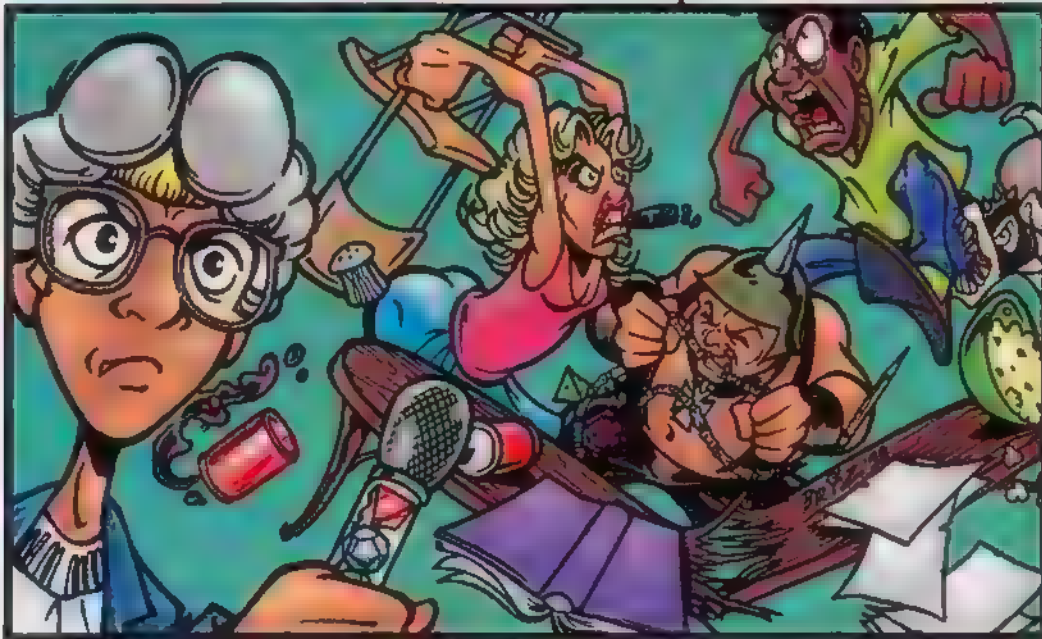
The Worst Part: Players must begin each game by singing the theme song while forming letters with their bodies like The Village People.



Jerry Springer RPG

Premise: Players begin by rolling on three charts to determine type of guest they'll be portraying: 1. General Category (Angry Men... Transsexual Children... Bi-Racial Cyber Sluts...) 2. Forbidden Activity (Who Are Attracted To... Who Want To Beat Up... Who Want To Urinate On...)

3. Innocent Victims (Wrongly Imprisoned Felons... Women Who Once Were Men... Bigamist Corpses...) Stats are then rolled up for Charisma, Fast Talk and Expertise With Folding Chair. Gamemaster assumes the role of Jerry Springer; PC guests argue and bicker until a fist fight breaks out or everyone feels compelled to take off their clothes.



Its Only Chance: Game fans encompass surprising number of exhibitionists.

The Franchise: Pregenerated adventures include *I Married My Split Personality*, *Marilyn Manson's Baby is My Eye Doctor* and *Cross-Dressing Hamsters in the KKK*.

The Worst Part: Getting ass kicked by *Ricki Lake* RPG.

Deep Space 7-Eleven RPG

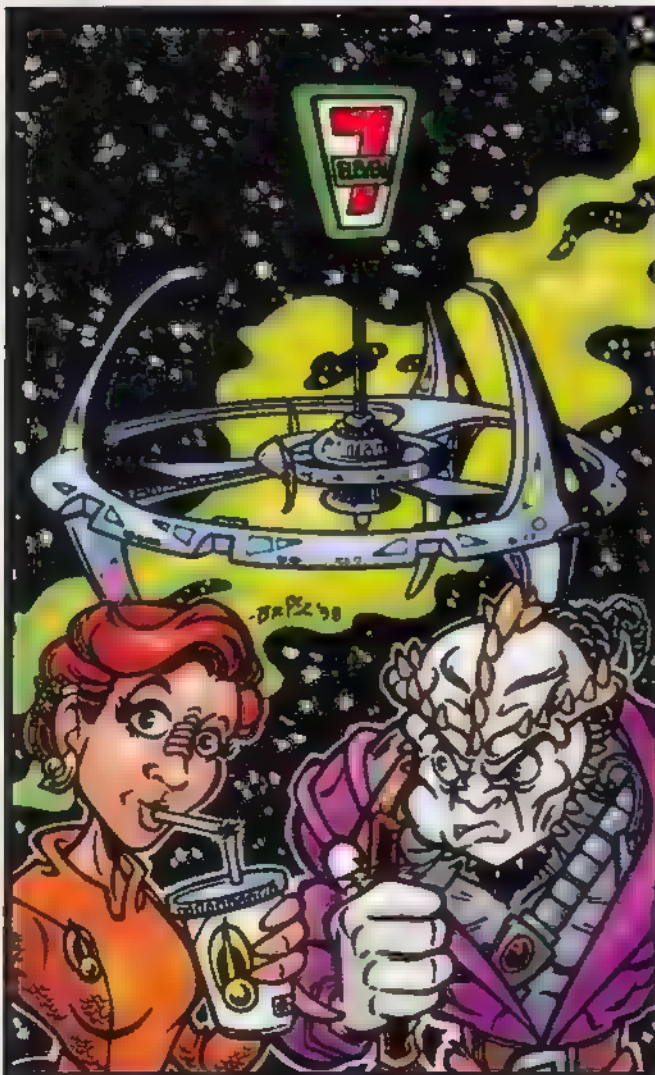
Premise: In the far-flung future, on the edge of known space, a band of intrepid entrepreneurs have established an intergalactic convenience store known as Deep Space 7-Eleven. You begin by rolling up an alien (Vulcan, Romulan, Blue Guy With Antler Thingies) and the basic skills (Pilot Spacecraft, Aim Phaser, Operate Weenie Machine). Then, as one of the entrepreneurs, it's your job to transform this struggling enterprise into a thriving money machine, and it won't be easy. Not because of threats of war, not because of hostile extraterrestrials, but because, well, there isn't that much business out there in the middle of nowhere, you dope. Between long stretches of sitting around, you'll bargain with wily Klingons over the price of Lucky Strikes, comfort distraught Romulans over losing Power Ball tickets and thwart underage Ferengi attempting to buy Bud Lite. But mostly, you sit around.

Its Only Chance: Fair number of players with Buick-sized butts.

The Franchise: Finely detailed miniatures add touch of realism, such as Vulcan Ambassador Sipping Slurpee and Romulan General With Twinkie.

The Worst Part: Time spent unclogging Cheeto-stuffed transporters.

Rick Swan and the InQuest Staff were official sphere moisteners for the Klingon spitball team.



CONTEST

Wizards of the Coast
presents:

“Get Outta Rath!”



Gerrard



Karn



Tahngarth



Sisay



Squee

In *Exodus*[™], the newest Magic: The Gathering[™] expansion, the crew of the *Weatherlight* is trying to get out of the dark plane of Rath. But, like many Magic aficionados, they took time out to read *InQuest*.

Unfortunately, they got so into reading this issue they actually got lost in the magazine. Now, it's up to you to locate the missing crew members before the portal closes. How? Just find the matching illustrations of Gerrard, Karn, Sisay, Squee and Tahngarth and write down what page you found 'em on. It's as easy as pulling a sliver out of a Mogg's paw. So get searchin', Sparky!

Fill out the entry form and put it in an envelope. Send to: "Get Outta Rath!" *Exodus* Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118. Deadline is July 31, 1998.

NO ESCAPE FROM THE LAW

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, Wizards of the Coast, their immediate families, and Wizards of the Coast you have your own plane of existence, so that's enough ya greedy bastards! Print your name, date of birth, address, city, state, zip, and telephone number with area code on the official entry form or a 3-by-5 inch index card, and attach the form or card to your entry. Enter as many times as you like. Multiple entries separately to "The Get Outta Rath" *Exodus* Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out. If you don't do it to meet up your magazine. All entries become property of Wizard Entertainment and none will be returned. All taxes, fees, and postal charges will be the responsibility of the prize winner. Prizes are awarded in the names of the contest winner(s) and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and objectives hereof. All entries must be received at contest headquarters by July 31, 1998. Wizard Entertainment is not responsible for lost, late, misdirected or misplaced entries. Winners will be randomly selected from completed entries by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than September 4, 1998. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value to the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about August 13, 1998. *Wizards of the Coast*, *Magic: The Gathering*, and *Exodus* are trademarks of Wizards of the Coast Inc. Illustrations by Douglas Shuler, Andrew Robinson, Anthony Waters, Rog Faglia, Danu Galan and Peter Venters. © 1998 Wizards of the Coast.

For a list of winners, available after August 14, 1998, send a self-addressed stamped envelope to "The Get Outta Rath" *Exodus* Contest, c/o *InQuest*, P.O. Box 118, Congers, NY 10920-0118.

GRAND PRIZE (1):

One lucky mana top banana will win a complete set of the Rath Cycle (*Weatherlight*[™], the prequel to the Rath Cycle; *Tempest*[™]; *Stronghold*[™] and *Exodus*), plus a complete four-issue set of the new *Magic: The Gathering* comic book series from Dark Horse Comics, *Gerrard's Quest*[™].

FIRST PRIZE (5):

Five almost-as-lucky mana bananas will each win 10 *Exodus* booster packs, two random *Exodus* preconstructed decks and the complete set of *Gerrard's Quest*.

SECOND PRIZE (10):

Ten others will split with five *Exodus* booster packs, one random *Exodus* preconstructed deck and a complete set of *Gerrard's Quest*.



THIS MONTH'S CONTEST IS SPONSORED BY WOTC, AND THEY KEEP GETTING AWAY WITH OUR MONEY.



✂ ENTRY FORM

"GET OUTTA RATH!" EXODUS CONTEST

DEADLINE IS
JULY 31, 1998

Name _____ Age _____

Address _____

City _____ State _____ Zip _____

Phone Number (with area code) _____ E-Mail Address (if ya gots one) _____

CHARACTER _____ PAGE _____ CHARACTER _____ PAGE _____

1) GERRARD _____ 4) SQUEE _____

2) KARN _____ 5) TAHNGARTH _____

3) SISAY _____

TREASURE CHEST

MAGIC STATUES

PRODUCT OF THE MONTH



WotC and the artists of Dark Horse Comics have teamed up to bring you a limited-edition series of statues based on popular *Magic* characters. Each 1/8th scale statue is individually numbered, and comes pre-painted and fully assembled. First off the block is the Serra Angel, to be followed every couple of months by a new figure such as the Shivan Dragon, Spirit Link and Hurloon Minotaur. The Serra Angel runs for \$125.00, which is fairly steep, but hey, if you have a spare Mox laying around....



Shivan Dragon statue (card not included)



BABYLON IN MINIATURE

When you're fighting for the Third Age of Mankind, it's always good to know you have a warfleet or two in your pocket. Now that Agents of Gaming is producing *Babylon 5* ship miniatures, you can have all the firepower you need for the licensed *Babylon 5* game or any other science-fiction miniatures game you may see fit to play. AOG has shipped over a dozen models, including fighters ("B5"'s familiar Star Fury, Narn Frazi, Centauri Senti, Minbari Nial and Flyer, \$6.95 apiece in three-ship blister packs), warships (Earthforce Hyperion, \$8.95; Centauri Vorchan, \$6.95) and heavyweights like the Earthforce Omega Destroyer and Minbari Sharlin WarCruiser (\$11.95 each). At least eight more sculptures await Warner Brothers approval, and AOG has ambitious plans for dozens more, including every ship yet seen and the B5 and B4 stations.

AOG sells the miniatures unpainted, but you can ogle their snazzy paint jobs at www.agentsofgaming.com/b5wminis.htm. Questions? E-mail aog@agentsofgaming.com.

Teeny, tiny hunks of metal all alone in the night

MAP YOUR WAY HOME

If your best RPG mapping supplies up till now have consisted of crayons and colored paper, ProFantasy rides to your rescue with its software mapping program *Campaign Cartographer 2* tied to its saddle. Now revved up for Windows 95/NT, CC2 allows you to design floorplans and maps for fantasy, modern and science fiction settings. Use over 500 symbols for fantasy and contemporary maps, including heraldry, fonts and icons to bring your RPG maps to life. CC2 sells for \$75.95 plus shipping. Contact ProFantasy at 1 (800) 841-1487 or on the Web at <http://www.profantasy.com/profant> for more details.



Campaign Cartographer and TSR Dragonlance calendar

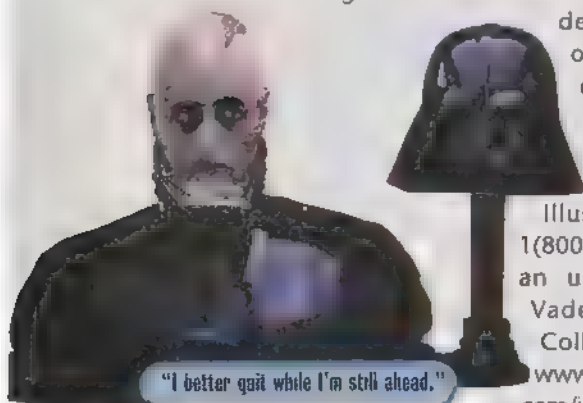
VADER REVEALED

Darth Vader has been immortalized in an incredibly detailed life-sized bust by Mario Chiodo. The Darth Vader Reveal Maquette exactly duplicates the de-helmeted Anakin Skywalker as seen in the final moments of "Return of the Jedi."

At \$1,325, it's no steal, but you sure get your money's worth. Anakin's scarred face is hand-finished latex. The 30-inch sculpture, complete with satin cape, uses the same materials as the original movie costume. The shoulder pads and chest plate were modeled in fiberglass from original Lucasfilm molds, as was the

detachable helmet on its separate display stand. The run is limited to 9,500 units.

Contact Illusive Originals at 1(800) 258-1044, or for an up-close peak at Vader's head, visit Collectors Empire at www.collectorsempire.com/illusivereveal.htm



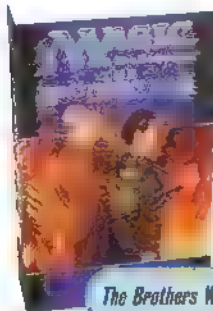
"I better quit while I'm still ahead."

YEAR OF THE DRAGON

According to the Chinese calendar, the next Year of the Dragon will be the year 2000. But TSR is making 1999 the draconian year... at least for *Dragonlance* fans who want to spend a year with Tanis, Tasslehoff Burrfoot and other fun Krynnish folks. If you're tired of observing Presidents' Day and Halloween, this full-color *Dragonlance* calendar (\$12.99), with art drawn from past game and book covers, marks major Krynn holidays and birthdays of the characters. (But just try getting off work for Lord Soth's birthday...)

For more information, check www TSRINC.COM or your local bookstore. Incidentally, by the Chinese calendar, 1999 is the Year of the Hare.

FAMILY FEUD



The Brothers War

Photo: Paul Schreiber

Ever since *Antiquities*, WotC has dropped dark hints about the ancient war waged by the brothers Urza and Mishra which destroyed Dominaria and caused the Ice Age. Jeff Grubb, longtime TSR staff designer and novelist, has laid bare the gory details of this conflict in the first of a new line of *Magic* novels from Wizards of the Coast. Trained as a civil engineer, Grubb fashioned Urza and Mishra's characters to dramatize the conflict between his own technical and artistic sides. To see which side of Grubb won, check your nearest bookstore for *The Brothers War* (\$5.99).

DICE O' DARKNESS

Dice are hard to hype, but White Wolf gives it a go in the text on the box of new dice sets for their *Vampire: The Dark Ages*, *Changeling*, *Mage* and *Trinity* lines (10 10-sided dice complete with color-coordinated carrying bag, each for \$6.99). Ready? Here's the pitch: "Now you can bring unpredictability to your *Changeling* game. Chimerical and festive, these dice will take your game one step closer to the Dreaming. These dice are a necessity for any who would brave these dark times." Ball or strike? Who cares? They look cool. While the umpires are conferring, review the evidence at your local game store or www.white-wolf.com.



Changeling dice

YOUR WHOLE LIFE ON A CARD

When the first abacus-style *Magic* life counters came out, players abandoned their glass beads and dice in droves. Only problem was that the new counters were darn heavy. Enter...UltraPro! UltraPro, makers of Deck Protector card sleeves and DeckPro deck boxes (see "Treasure Chest" in IQ #36) is producing licensed *Magic* life-counter cards in sturdy plastic (\$2). Each card is illustrated with its picture from its *Magic* card: Hammer of Bogardan, Lotus Vale, Relentless Assault, Silver Queen, Meditate and Balduvian Horde. Make a flashy new fashion statement on the tourney floor with a color-coordinated deck, box and life counter! This and other ingenious inventions can be seen at www.ultra-prostorage.com. We're still waiting for licensed Alog underpants.



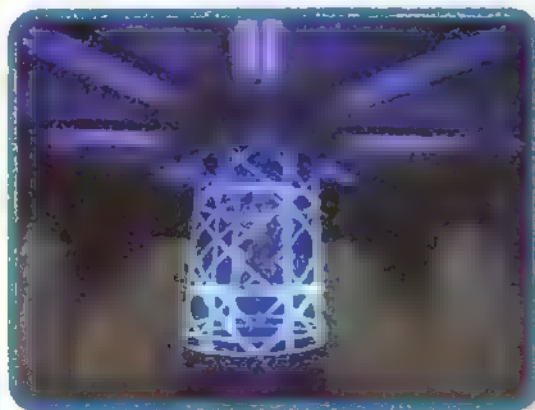
Magic counters

LOVECRAFT A TO Z

If you ever find yourself in a Cthulhu spelling bee, your only hope of survival is Chaosium's *Encyclopedia Cthulhiana*, compiled by Daniel Harm (\$14.95). Chaosium's second edition reference guide covers all things Cthulhu—from Abith to Zvilppoggua—with new thumbnail illustrations, a billion-year timeline, "A Brief History of the Cthulhu Mythos" and yet more Necronomical information. If you think you can handle all of this forbidden lore, seek out this 448-page tome at specialty bookstores, www.chaosium.com or e-mail chaosium@chaosium.com.

OF THE MONTH

SHIPPING FOR REAL



In Digital Extremes' *Unreal*, the alien prison starship *Vortex Rikers* crash lands on a hostile world where Skaarj warriors have enslaved the mystic Nali High Priests. Armed with a flak cannon, razorjack and stinger, you fight your way through tarydium mines, Nali ruins and a sky city—killing Krall hunders, bioengineered Brutes, and about 25 other icky races who get in your way. Yes, it's a 3-D shooter, but 24-bit color, detailed enemies, vast levels and easy multi-player setup have kept thousands of *Quake* fans waiting impatiently for over two years. As you read this, *Unreal* should finally have shipped from distributor Epic Megagames. Lose touch with reality at www.unreal.com.



"These graphics are so cool, man, they're Unreal."



MAGIC PADS

Naturally, you've already decked yourself out with *Magic* T-shirts, card boxes, counters, calendars and Black Lotus tattoos, so your only remaining accessory is the official *Magic: The Gathering* mousepad from Graphic Finishers of America (\$9.95 each). Lest you think you can sate your appetite with but one mousepad—and they are *limited* editions—know that there are six in the first series, featuring the likes of the Rathi Dragon, the Weatherlight, Black Lotus, Morinfen, Commander Greven *il-Vec* and our old buddy, the Juzam Djinn. According to Michael Rokop at Graphic Finishers of America, a web page is imminent. In the meantime, call toll-free 1 (800) 325-9333 for more information.

IMPERIAL WALKERS BARE ALL

Ever wonder what Luke blew up inside that Imperial Walker with his grenade? Now you can fully visualize the carnage as you gaze into the inner recesses of the Empire's All-Terrain Armored Transport. The latest in Sci-Pub Tech's series of *Star Wars* posters, this huge, 36"-by-24" AT-AT and Snowspeeder Cutaway Poster reveals the interior of not only the Imperial Walker, but one of Rogue Squadron's snowspeeders. Sci-Pub Tech is offering a regular print for \$19.95, and a \$40 deluxe edition on heavy paper—signed and numbered by the artist—which comes with a Certificate of Authenticity. To get your poster, visit your favorite specialty shop or www.scipubtech.com/.

HELM OF CHATZUK

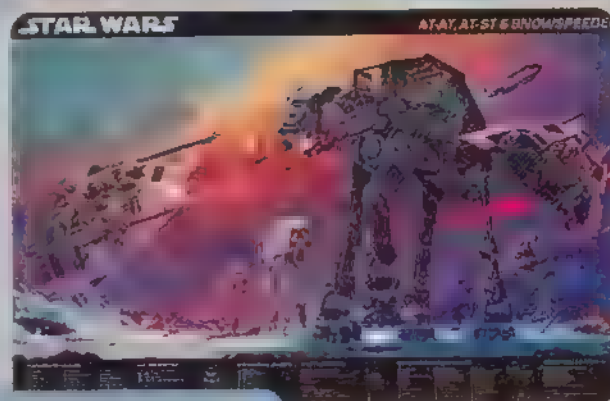
Okay, so it isn't really a *Magic* card—hell, it isn't even an *LSR* card—but we defy anyone facing you across the game table not to be intimidated when you appear wearing this 20 gauge steel samurai helmet made by the craftsmen at Valentine Armouries. This particular beauty was a special order that went for \$800 samolians. Depending on your own personal tastes, the lacing on the neck piece comes in several different colors, and the fierce black *mempos*, or mask, can be any design you want. They'll be happy to work with you to create something truly unique. Contact Valentine Armouries through their website at www.val-armouries.com.

WHITE WOLF TO A "T"

White Wolf is producing a new T-shirt. Guess what color it is. G'wan, guess! Chartreuse? Mauve, maybe? Turquoise? Silly person! If it's from White Wolf, basic black is the only possible answer. Now available in big'n beefy size is the official Trinity Tee (\$17.95), featuring a Leif Jones illustration of the Psions defending the Aeon Trinity from Aberrants and other futuristic nasties. For more info, visit White Wolf Game Studio at www.white-wolf.com.



Magic's Black Lotus mouse pad



"Star Wars" cut-away poster



Bow with style in your new helmet.



White Wolf's T-Shirts

WE WANT YOUR COSSIES

With your gaming-related merchandise, you've got a Treasure Chest. Don't just stand there nodding, go take up a copy and send it to us. It'll be great and we like it, you'll see it in these pages. Send the postcard.

TREASURE CHEST
INQUEST NEW PRODUCTS
151 WELLS AVE.
CONGERS, NY 10920
FAX: 914-268-0053

CARDSTOCK

Tracking trends in the card game market

Once again, people, this is "Cardstock," and I am former Iowa resident Lars Pearson, the only man in the gaming industry with rabbit trophies in his office. Go figure.

First, a quickie: **DOOMTOWN**, a new CCG based largely on the Wild West and poker, is selling strong, but singles trading remains syrupy because the booster packs, each with three rares, are giving consumers terrific value for your money while simultaneously crashing *Doomtown's* overall market value. By the way, don't ignore the Joker, a card that is of course wild, doesn't count toward your deck allotment of 52 cards and is your best asset during gunfights.

Second, consider *Magic*. Aside from the news that **STRONGHOLD** is the most volatile *Magic* expansion right now (e'mon, like ya didn't know), the cards on players' minds this month are:

- **MOX DIAMOND (Stronghold)**—Everyone's out to get a Mox Diamond, that lusterful, mana-generating gem with the damnable limitation that you have to pitch a land to bring it into play. It finally dawned on players that Harvest Wurm, a common *Weatherlite* card, can return any basic land card from your graveyard to your hand, offsetting the loss. There's no way the common Wurm will go up in price, but the new strategy has made Mox Diamond a more popular diamond than the Pink Panther.

- **ROLLING STONES (Stronghold)**—Like comedian Stephen Wright, we love the Stones. All the Stones. The rock band. Fred and Barney. And now, players love Rolling Stones, one of the more underrated *Stronghold* cards. It allows walls to attack, turning formerly passive cards like Sun Web (*Mirage*) and Carnivorous Plant (*Fourth Edition, The Dark*) into mobile barriers of terror.

- **MEGRIM (Stronghold)**—Surprisingly popular for an uncommon card, Megrin gives your opponent two damage whenever he discards. The repeated hits will make him cuss up a bluestreak, especially if you employ Prosperity (*Visions*), forcing him to draw and overloading his hand.

- **TRADEWIND RIDERS (Tempest)**—1) Tap your Tradewind Rider, plus two other creatures you control; return a target permanent to its owner's hand. 2) Watch your opponent sweat blood.

- **NECROPOTENCE (Fifth Edition, Ice Age)**—Let's be honest: Many *Magic* players are obsessed with death, perhaps due to the pasty white complexion they get from playing cards and never seeing the sun. But who're we to complain? Anyhoo, Necropotence lets you set aside the top card of your library, then add it to your hand at the start of your next discard phase—the foundation of the aptly-named Necro deck.

- **BALL LIGHTNING (Fourth Edition, Fifth Edition, The Dark)**—An old favorite because there's something satisfying about zapping your opponent, Ball Lightning is augmented by the *Stronghold* common Fling, which lets you sacrifice a creature and deal damage equal to its power.

That's all for now. Take care, and in the words of Shakespeare, "Towards die many times before their deaths, the valiant only taste of Deathlace but once."

PRICE GUIDE CONTRIBUTORS

A & S Comics in North Bergen, NJ; Adventures in Comics & Games in Carmichael, CA; All About Books & Comics V in Tempe, AZ; All American Comics in St. Louis, MO; All Pro Sports in Newark, DE; American Comics & Cards in Chattanooga, TN; Augusta Comics & Cards in Carmel, IN; Austin Books in Austin, TX; Barry's Collectors Corner in Grand Forks, ND; Bob's Hobbies in Springfield, MA; A Book Deal in Roswell, GA; Book & Music Exchange in Louisville, KY; Books Comics & Things in Ft. Wayne, IN; Books Galore in Erie, PA; Brainstorm Comics in Frederick, MD; Brandywine in West Chester, PA; Broadway Comics in Valrico, FL; Card & Comic Arcade in New York, NY; Card & Comic Empire in Huntsville, AL; The Card & Comic Shop in Port Lavaca, TX; Cards, Coins & Collectibles in Monroe, LA; Cards & Comics, Inc. in Twinsburg, OH; Castle Archon in Erie, PA; Castle Comics in Portsmouth, OH; Chimera Comics & Cards in Fond Du Lac, WI; Classic Comics in San Angelo, TX; Claude's Comics in Hoitboro, PL; Coastside Comics in Pacifica, CA; Collector's Choice in Athens, TN; Collector's Lair in Lynchburg, VA; Collector's World in Anderson, IN; Comic City in San Diego, CA; Comic Cubicle in Williamsburg, VA; Comic Dreams in Manteca, CA; Comic Dungeon in Riverside, CA; The Comic Shop in Fairbanks, AR; The Comic Shop in Garden City, KS; Comics on Parade in Santa Barbara, CA; Comic Town in Reynoldsburg, OH; Comic World, Inc. in Stafford VA; Comics Warehouse in Albuquerque, NM; Comics & Comix Inc. in Rocklin, CA; Comics Inc. in Fayetteville, NC; Comically Speaking in Maynard, MA; DR Comics & MR Games in Oakland, CA; Daddy's Toys in McHenry, IL; Discount Hobby in Kalamazoo, MI; Dover Cards & Comics in Dover, NH; Dragon's Lair in Austin, TX; The Dragon's Lair in West Springfield, MA; Dreamscape Comics in Easton, PA; Dugout Sportscards in Corpus Christi, TX; Eagle Hill in Presque Isle, ME; Fantasy Factory in Dalton, GA; Fantasy Works Comics in Aurora, CO; Fantasy Zone Comics in North Kingstown, RI; Fiction Comics in Porterville, CA; Front Row in Severna Park, MD; Gallup's Comics & Games in Statesboro, GA; Game-Abot in Santa Cruz, CA; Games, Crafts, Hobbies & Stuff in Overland, MO; Games Plus in Woodinville, WA; Gator Country Cards & Comics in Gainesville, FL; Golden Comics in Action, MA; Golden State in Sebastopol, CA; The Great Escape in Louisville, KY; Gridiron Comics & Games in Manchester, CT; Hansen's Hobbies in Wilmette, IL; Harvey's Sports and Comics in West Harvey, CT; Heroes and Fantasies in San Antonio, TX; High Five Sport Cards in Fremont, CA; Hobby Center in Hattiesburg, MS; Hobbytown USA in Las Vegas, NV; Home Field Inc. in Portland, OR; Jennings Collectibles in Huntsville, AL; Key's Games & Hobbies in Moline, IL; La Jolla Sportscards in La Jolla, CA; Legacy Comics & Cards in Colorado Springs, CO; Leisure Hours Hobbies in Joliet, IL; Lion & Unicorn in Hoover, AL; M&M Sports Cards and Comics in Cedar Rapids, IA; Meridian Cards & Comics in San Jose, CA; Mission Games in Mission British Columbia, Canada; Nostalgia Ink in Jackson, MI; Oak Leaf Comics in Cedar Falls, IA; Odin's Cosmic Bookshelf in Lilburn, Ga. and Stone Mountain, GA; Outer Limits in Clifton, NJ; Paul & Judy's in Arthur, IL; Paper Heroes in Killeen, TX; Pee Wee Comics in Canoga Park, CA; Premier Collectibles in Greenwood, IN; R & B Newsstand Co. in Bowling Green, OH; Sean's Locker Room in Somerset, PA; Shahrazad Games in Lexington, KY; Shinder's in Minneapolis, MN; Stadelines in Dayton, TN; Slam Dunk in Oceans Springs, MS; S H S Collectibles in Lake Ridge, VA; Source Comics & Games in St. Paul, MN; Tabletop Game & Hobby in Lenexa, KS; Texas Game Co. in Allen, TX; The Time Tunnel in Statesville, NC; Thunderation Comics in Henderson, NV; Titan Games and Comics III in Smyrna, GA; TJ's in Middletown, NY; Traci and Todd in Keavy, KY; WarGames & Fantasy in Melaine, LA; Who's on First in Westhaven, CT; Wizard World in Nanuet, NY; Yang & Dell's Sports Cards in Lacey, WA; The Zone in Louisville, KY

WHAT'S HOT



MOXES

Magic's family jewels get a \$10 across-the-board boost this month. While other *Magic* trends remain trendy, the gems' value remains blessedly long-term.



LEGENDS

As neither a hot premiere edition nor a recent, volcanic expansion set, *Legends* is for a time unlegendary, a set squashed between others of note.



WHAT'S NOT

INQUEST

price guide

ALPHA LIMITED

WIZARDS OF THE COAST 1993

Cards have black borders. Alpha cards have rounder corners when compared to Beta cards.
 Full Set (295 cards) \$3,600.00
 Starter Deck (60 cards) 225.00
 Starter Box (10 decks) 1,900.00
 Booster Pack (15 cards) 125.00
 Booster Box (36 packs) 3,500.00

All unlisted cards are 80% of Beta value
 Unlisted Alpha errors are worth 125% of Beta value

• Black Lotus	400.00
• Chaos Orb	100.00
★ Force of Nature	45.00
★ Forcefield	138.00
★ Geo's Juggo	24.00
• Ghoultail of Night	130.00
• Jade Monolith	5.00
• Living Wall	10.00
★ Mana Short	8.00
★ Max Emerald	180.00
• Max of	180.00
• Max Pearl	180.00
• Max Ruby	80.00
• Max Sapphire	180.00
• Oracle's Auxiliary	8.00
• Oracle's Oracle	15.00
★ Roc of Kher Ridges	22.00
★ Rock Hydra	30.00
★ Sedge Troll	25.00

BETA LIMITED

WIZARDS OF THE COAST 1993

Beta cards are black-bordered.
 Full Set (302 cards) 3,400.00
 Starter Deck (60 cards) 275.00
 Starter Box (10 decks) 2,000.00
 Booster Pack (15 cards) 12.00
 Booster Box (36 packs) 3,300.00
 Unlisted Commons 75

• Air Elemental	4.00
★ Ancestral Recall	200.00
• Animated Artifact	2.50
• Animated Dead	3.00
★ Animated Wall	6.00
★ Ankh of Mishra	10.00
★ Armageddon	33.00
★ Aspect of Wolf	11.00
★ Bad Moon	18.00
★ Badlands	42.00
★ Balance	30.00
★ Basalt Monolith	8.00
★ Bayou	42.00
• Berserk	38.00
★ Birds of Paradise	38.00
• Black Knight	> 5C
★ Black Lotus	390.00
• Black Vise	9.00
• Black Ward	2.00
• Blaze of Glory	42.00
• Blessing	12.00
• Blue Elemental Blast	1.00
• Blue Ward	2.00
• Bog Wraith	3.00
★ Brainiac	25.00
• Brainiac	2.00
• Camouflage	10.00
• Castle	2.50
• Celestial Prism	2.00
• Channel	2.00
• Chaos Orb	80.00
★ Chestnut	5.00
• Circle of Protection, Red	1.00
• Circle of Protection, White	1.00
• Clockwork Beast	7.50
• Clone	12.00
★ Cockatrice	10.00
• Consecrate Land	16.00
• Conservator	2.00
★ Contract from Below	8.00
• Control Magic	5.00
• Conversion	2.00
• Copper Tablet	15.00

★ Copy Artifact	20.00
• Counterspell	14.00
★ Crusade	20.00
• Crystal Rod	2.00
• Cursed Land	2.00
• Cyclopean Tomb	62.00
• Dark Ritual	4.00
★ Darkport	8.00
• Deathgrip	2.50
★ Deathlace	5.00
★ Demonic Attorney	8.00



TOP 10 HOTTEST CARDS

10) Ball Lightning
 "Great Balls of Fire" oh how about
 "Greased Lightning"? No matter what title
 dilly you burn when you play this puppy your
 opponent will be singing the blues. Let's just
 call this 1-free red-mana 6/1 creature what he
 is - Mr. Direct Damage.

★ Demonic Hordes	20.00
• Demonic Tutor	20.00
• Dingus Egg	9.00
• Disenchant	4.50
• Disintegrate	3.00
★ Disrupting Scepter	22.00
• Drain Life	2.00
• Dragon Whelp	4.00
• Drain Power	9.00
• Dwarven Demolition Team	9.00
• Earth Elemental	2.50
• Earthbind	1.50
★ Earthquake	13.00
★ Elvish Archers	12.00
• Evil Presence	2.25
• False Orders	5.00
• Farmstead	8.00
• Fastbond	15.00
• Feedback	2.00
• Fire Elemental	3.00
• Fireball	4.50
• Flashfires	2.50
★ Force of Nature	20.00
• Forcefield	120.00
★ Fox	38.00
★ Funguscur	10.00
★ Geod's Lege	12.00
★ Gauntlet of Might	118.00
• Giant Growth	2.50
• Glasses of Urza	2.00
• Shaman	3.00
• Goblin Balloon Brigade	2.00
★ Goblin King	15.00
★ Granite Gargoyle	15.00
• Green Ward	2.00
• Guardian Angel	1.50
★ Helm of Charzruk	7.00
★ Hive, The	10.00
★ Hovering Mine	27.00
• Humano	3.00
• Hypnotic Specter	16.50
• Ice Storm	35.00
• Ivy Manipulator	45.00
• Illusionary Mask	48.00

• Instill Energy	2.00
• Invisibility	7.00
• Iron Star	2.25
• Island Sanctuary	7.00
• Ivory Lip	2.00
• Jade Monolith	7.00
• Jade Statue	20.00
• Joyouscote Tome	28.00
• Juggernaut	8.00
• Karma	4.00
• Keldon Warlord	3.50
• Kormus Bell	8.00
★ Kudzu	8.00
• Lance	3.50
• Ley Druid	2.00
• Library of Leng	2.50
• Lich	55.00
• Lifeforce	2.25
★ Lifelace	6.00
• Lifelap	2.25
• Lightning Bolt	6.00
★ Living Artifact	7.00



TOP 10 HOTTEST CARDS

9) Eladamri's Vineyard
 "I want money a whole lot of precious
 money plenty money so do it right
 now 'Yeah well we're in a musical mood
 this month. You would be too if you got two
 free mana each turn - especially if your
 opponent isn't playing green."

★ Living Lands	5.00
• Living Wall	4.00
• Lionawor Elves	2.00
★ Lord of Atlantis	14.00
★ Lord of the Pit	20.00
• Lure	2.50
★ Magical Hack	1.00
★ Mahomah Djinn	24.00
★ Manabombs	7.00
• Mana Flare	18.00
★ Mana Short	12.00
• Mana Vault	15.00
• Molestone	10.00
★ Mogg Priest	7.50
• Max Emerald	210.00
• Max Jet	210.00
• Max Pearl	210.00
• Max Ruby	210.00
• Max Sapphire	210.00
★ National Selection	38.00
• Nether Shadow	9.00
• Settling Imp	5.00
• Nivizaral's Disk	35.00
★ Nightmare	28.00
• Northern Paladin	12.00
• Obscure Golden	2.00
• Oracle's Auxiliary	2.00
• Oracle's Oracle	2.00
• Paralyze	1.00
★ Personal Incarnation	9.00
• Pestilence	2.00
• Phantasmal Forces	2.00
• Phantom Monster	2.00
★ Pirate Ship	9.00
★ Plagues	45.00
• Power Sink	2.50
★ Power Surge	8.50
• Primal Scream	1.50
• Psychic Blast	35.00
• Psychic	3.50
• Raise Dead	1.50
★ Raging River	45.00
★ Red Elemental Blast	1.00
• Red Ward	2.00

• Regrowth	4.00
• Resurrection	4.00
• Reverse Damage	0.00
• Righteousness	10.00
★ Roc of Kher Ridges	10.00
★ Rock Hydra	20.00
• Rod of Ruin	3.00
★ Royal Assassin	33.00
• Sacrifice	3.50
★ Savannah	40.00
• Savannah Lions	18.00
★ Scavenging Ghoul	2.00
★ Scrubland	40.00
• Sedge Troll	14.00
• Sengir Vampire	15.00
• Serra Angel	24.00
• Shatter	1.00
★ Shiran Dragon	55.00
• Simulacrum	2.50
• Sinkhole	16.00
• Siren's Call	2.00
• Sleight of Mind	12.00
★ Smoke	8.00
• Sor-Ring	23.00
• Soul Net	3.00
• Spell Blast	2.00
★ Stasis	12.50
• Steel Artifact	2.50
• Stone Giant	2.00
• Stone Rain	3.00
• Sunglasses of Urza	9.00
• Swords to Plowshares	14.00
★ Tago	42.00
• Tangle	1.50
• Thicker Boskist	3.00
★ Thoughtlace	5.00
• Throne of Bone	2.00
★ Timber Wolves	9.00
• Time Vault	70.00
★ Time Walk	250.00
• Timewalker	160.00
★ Trogan Island	42.00
• Tsunami	1.50
★ Tundra	42.00
• Tunnel	1.00
★ Two-Headed Giant of Fodys	50.00
• Underground Sea	42.00
• Uthden Troll	2.50
★ Verduran Enchantress	8.00
★ Vesuvan Doppelganger	37.00
★ Vesuvian Bodyguard	16.00
• Volcanic Eruption	9.00
★ Volcanic Island	42.00
• Wall of Air	2.00
• Wall of Bone	5.00
• Wall of Brambles	2.00
• Wall of Fire	14.00
• Wall of Ice	2.00
• Wall of Stone	1.50
• Wall of Swords	2.00
• Wall of Water	2.00
• Wanderlust	2.00
• Warp Artifact	0.00
• Water Elemental	2.00
• Web	8.00
★ Wheel of Fortune	28.00
• White Knight	6.00
• White Ward	2.00
★ Will-O'-The-Wisp	22.00
• Winter Orb	20.00
• Wooden Sphere	2.00
★ Word of Command	65.00
★ Wrath of God	40.00
★ Zombie Master	10.00

UNLIMITED EDITION

WIZARDS OF THE COAST 1993

Cards are white-bordered but otherwise identical to Beta cards.

Full Set (302 cards) \$2,350.00
 Starter Deck (60 cards) 195.00
 Starter Box (10 decks) 1,900.00
 Booster Pack (15 cards) 110.00
 Booster Box (36 packs) 2,750.00
 Unlisted Commons 25

• Air Elemental	1.50
★ Ancestral Recall	200.00
• Animated Artifact	1.00
• Animated Dead	1.00
• Animated Wall	3.00
• Ankh of Mishra	3.50
★ Armageddon	9.00
★ Aspect of Wolf	4.00
• Bad Moon	8.00



★ Battlefield	20.00
★ Balance	6.00
★ Basilisk Monolith	3.00
★ Bayou	20.00
★ Berserk	35.00
★ Birds of Paradise	9.00
★ Black Knight	2.00
★ Black Lotus	335.00
★ Black Vise	2.00
★ Black Ward	5.00
★ Blaze of Glory	35.00
★ Blessing	5.50
★ Blind Ward	5.00
★ Bog Wraith	1.00
★ Brainweaver	13.00
★ Buzwang	5.00
★ Camouflage	7.00
★ Castle	5.00
★ Celestial Prism	1.00
★ Channel	1.00
★ Chaos Orb	50.00
★ Chaosflame	2.00
★ Clockwork Beast	3.00
★ Cloak	9.00
★ Cockatrice	6.00
★ Conspicuous Land	12.00
★ Conservator	5.00
★ Contract from Below	2.00
★ Control Magic	2.00
★ Conversion	1.00
★ Copper Tablet	9.00
★ Copy Artifact	12.00
★ Counterspell	2.50
★ Crusade	9.00
★ Crystal Rod	5.00
★ Cursed Land	1.00
★ Cyclops Tomb	52.00
★ Darkport	2.00
★ Deathgrip	5.00
★ Deathlace	2.00
★ Demonic Attorney	3.00
★ Demonic Hordes	16.00
★ Demonic Tutor	7.00
★ Dingus Egg	5.00
★ Disrupting Scepter	3.50
★ Dragon Whelp	2.00
★ Drain Power	5.00
★ Dwarven Demolition Team	7.00
★ Earth Elemental	1.00
★ Earthbind	1.00
★ Earthquake	6.00
★ Elish Archers	4.00
★ Evil Presence	5.00
★ False Divers	5.00
★ Farmstead	4.00
★ Fastbond	6.00
★ Feedback	1.00
★ Fire Elemental	1.00
★ Flashfires	1.00
★ Force of Nature	10.00
★ Forcefields	100.00
★ Fork	25.00
★ Fungusaur	6.00
★ Gaea's Legacy	8.00
★ Gauntlet of Might	110.00
★ Glasses of Urza	5.00
★ Gloom	0.00
★ Goblin Balloon Brigade	1.00
★ Goblin King	6.50
★ Granite Gargoyle	10.00
★ Green Ward	5.00
★ Guardian Angel	5.00
★ Helm of Charruk	3.00
★ Hive, the	4.00
★ Howling Mine	10.00
★ Hurricane	5.00
★ Hypnotic Specter	3.00
★ Ice Storm	22.50
★ Icy Manipulator	32.00
★ Illusionary Mask	30.00
★ Instill Energy	5.00
★ Invisibility	6.00
★ Iron Star	1.00
★ Island Sanctuary	4.00
★ Ivory Cup	5.00
★ Jade Monolith	3.00

★ Jade Statue	15.00
★ Joramog's Fame	7.00
★ Juggernaut	6.00
★ Karma	8.00
★ Keldon Warlord	1.50
★ Koemus Bell	3.00
★ Kudzu	4.00
★ Lance	2.00
★ Lev Druid	5.00
★ Library of Leng	5.00
★ Lich	45.00
★ Liferope	1.00
★ Llanowar	2.00
★ Liferop	1.00
★ Lightning Bolt	2.00
★ Living Artifact	3.00
★ Living Lands	3.00
★ Living Wall	4.00
★ Lord of Affairs	6.00
★ Lord of the Pit	8.00
★ Lute	5.00
★ Magical Hack	4.00
★ Maharrath Djan	9.00
★ Mana Flare	7.00
★ Mana Stone	4.00
★ Mana Vault	5.00



TOP 10 HOTTEST CARDS
B) Ensnaring Bridge
 Is your foe about to run roughshod over you now that he knows your hand is empty? Whoa! Hang on a minute there, cowboy! Those bandied Pikemen of his aren't worth spit anymore. Just make sure you keep your hand-size low and switch out for cowboys.

★ Mianabaris	4.00
★ Meekstone	5.00
★ Mind Twist	4.00
★ Max Emerald	190.00
★ Max Jet	190.00
★ Max Pearl	190.00
★ Max Ruby	190.00
★ Max Sapphire	190.00
★ Natural Selection	30.00
★ Neither Shadow	4.00
★ Hitting Imp	3.00
★ Nevinyrral's Disk	9.00
★ Nightmare	9.00
★ Northern Paladin	8.00
★ Obscurus Golem	1.00
★ Ordeal of Mystery	1.00
★ Ordeal of Knowledge	1.00
★ Personal Incarnation	4.50
★ Phantasmal Forces	5.00
★ Phantom Monster	5.00
★ Purple Star	4.00
★ Plateau	28.00
★ Power Surge	3.00
★ Psychic Blast	27.00
★ Pyralace	2.00
★ Ragging River	39.00
★ Red Ward	5.00
★ Regrowth	5.00
★ Resurrection	2.00
★ Reverse Damage	5.00
★ Righteousness	5.00
★ Roc of Kher Ridges	10.00
★ Rock Hydra	12.00
★ Rod of Ruin	5.00
★ Royal Assassin	13.00
★ Sacrifice	2.00
★ Savannah	20.00
★ Savannah Lions	6.00
★ Scavenging Ghoul	1.00
★ Scubidraul	20.00

★ Sedge Troll	10.00
★ Seng Gumpie	4.50
★ Serravallo	7.00
★ Shivan Dragon	22.00
★ Siphon	5.00
★ Sirkhose	14.00
★ Siren's Call	5.00
★ Slag of Mind	4.00
★ Smoke	4.00
★ Sol Ring	7.50
★ Soul-Met	5.00
★ Spasm	4.00
★ Steel Artifact	5.00
★ Stone Giant	1.00
★ Sungrasses of Urza	4.00
★ Swords to Plowshares	2.00
★ Targa	22.00
★ Thauric Basilisk	1.50
★ Thoughtfire	2.00
★ Threne of Bone	5.00
★ Timber Wolves	4.00
★ Time Vault	58.00
★ Time Walk	195.00
★ Timebender	135.00
★ Tropical Island	20.00
★ Tsumani	5.00
★ Tundra	22.00
★ Tunnel	5.00
★ Two-headed Giant of Foys	46.00
★ Underground Sea	20.00
★ Urdan Troll	1.00
★ Verduran Enchantress	3.00
★ Verduran Dappenganger	20.00
★ Veteran Bodyguard	8.00
★ Volcanic Eruption	3.00
★ Volcanic Island	20.00
★ Wall of Air	5.00
★ Wall of Bone	5.00
★ Wall of Brambles	5.00
★ Wall of Fire	5.00
★ Wall of Ice	5.00
★ Wall of Stone	5.00
★ Wall of Swords	1.25
★ Wall of Water	5.00
★ Wand of Light	5.00
★ Warp Artifact	2.00
★ Water Elemental	5.00
★ Web	3.00
★ Wheel of Fortune	14.00
★ White Knight	2.00
★ White Ward	5.00
★ Will-O'-The-Wisp	7.00
★ Winter Orb	6.00
★ Wooden Sphere	5.00
★ Word of Command	45.00
★ Wrath of God	9.00
★ Zombie Master	5.00

REVISED EDITION
 WIZARDS OF THE COAST 1994

Cards are white-bordered and are nearly identical to Unlimited cards, except that the ink on the cards is noticeably lighter.
 Full Set: 302 cards \$300.00
 Starter Deck (60 cards) 25.00
 Starter Box (10 decks) 220.00
 Booster Pack (15 cards) 9.00
 Booster Box (36 packs) 275.00
 All unlisted cards are worth the same as unlimited.

★ Aladdin's Lamp	3.00
★ Ancestral Ring	2.00
★ Armageddon Clock	2.00
★ Auro	25
★ Badlands	17.00
★ Basilisk Monolith	2.50
★ Bayou	17.00
★ Birds of Paradise	8.50
★ Battle of Suleiman	2.50
★ Brass Man	6.00
★ Clasp	6.00
★ Contract from Below	2.00
★ Cumber	1.00
★ Dangling Scepter	3.00
★ Demonic Attorney	2.00
★ Demonic Hordes	12.50
★ Demonic Tutor	6.00
★ Desert Twister	1.00
★ Dragon Engine	2.00
★ Dwarven Weaponsmith	1.25
★ Ebony Horse	2.00
★ El-Hajjaj	3.50
★ Energy Flux	5.00
★ Erg Raiders	25
★ Eye for an Eye	3.50
★ Flying Carpet	3.50

★ Murky's Recall	3.00
★ Island Fish Ascortus	3.00
★ Ivory Tower	5.50
★ Jandus's Ring	2.00
★ Jandus's Saddlebags	2.00
★ Yrd-Ape	1.00
★ Magnetic Mountain	3.00
★ Mape Djinn	6.00
★ Walkstone	6.00
★ Wastria's War Machine	3.00
★ Whaler	2.00
★ Whirliopter	5.00
★ Wraiths	17.00
★ Primal Clay	2.00
★ Rack, the	1.00
★ Reconstruction	25
★ Reverse Polarity	25
★ Rocket Launcher	5.00
★ Savannah	17.00
★ Scrimmage	17.00
★ Serenibit Erelaf	10.00
★ Shatterstorm	2.00
★ Sea Ring	6.00
★ Senseless Queen	5.00
★ Targa	17.00
★ Tritonia's Song	3.00
★ Tropical Island	17.00
★ Tundra	17.00
★ Underground Sea	17.00
★ Unstable Mountain	25
★ Volcanic Island	17.00

FOURTH EDITION
 WIZARDS OF THE COAST 1995

Cards contain a copyright date beneath the artist's name on the front of the card.
 Full Set: 378 cards \$250.00
 Starter Deck: 60 cards 29.95
 Starter Box: 10 decks 80.00
 Booster Pack: 15 cards 3.50
 Booster Box (36 packs) 100.00
 Unlisted Commons 15
 Unlisted Uncommons 50

★ Air Elemental	1.00
★ Aladdin's Lamp	3.00
★ Aladdin's Ring	3.50
★ Angry Mob	1.00
★ Animated Dead	5.00
★ Animate Wall	2.00
★ Ankh of Mishra	3.00
★ Armageddon	8.00
★ Armageddon Clock	3.00
★ Ashes to Ashes	1.00
★ Aspect of Wolf	3.00
★ Bad Moon	7.00
★ Balance	5.00
★ Ball Lightning	12.00
★ Birds of Paradise	7.50
★ Black Mana Battery	3.00
★ Blessing	4.50
★ Blue Mana Battery	2.50
★ Bottle of Suleiman	2.50
★ Brass Man	1.00
★ Bronze Tablet	2.00
★ Carnon Ants	3.00
★ Chaosflame	1.50
★ Circle of Protection: Artifact	2.00
★ Clockwork Avian	4.00
★ Clockwork Beast	3.00
★ Cockatrice	4.50
★ Celestus of Sardia	5.50
★ Central Magic	1.00
★ Carol Helm	2.00
★ Cosmic Horror	3.00
★ Counterspell	1.00
★ Curious Mantrorc	3.00
★ Crusade	7.00
★ Cursed Land	1.00
★ Dangling Scimitar	3.00
★ Deathlace	2.00
★ Dingus Egg	4.00
★ Disrupting Scepter	4.00
★ Divine Transformation	1.50
★ Dragon Engine	1.50
★ Dragon Whelp	2.00
★ Drain Power	4.00
★ Earthquake	6.00
★ Ebony Horse	1.75
★ El-Hajjaj	3.00
★ Elder Land Worm	4.00
★ Elish Archers	4.00
★ Eye for an Eye	3.00
★ Felidar Stone	2.00
★ Flying Carpet	3.00
★ Force of Nature	6.50



ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED □ WHITE ■ LAND
 ■ COMMON ● UNCOMMON ★ RARE

★ Fungusaur	3.50
★ Green Siege	5.00
★ Ghabir King	4.50
★ Grand	2.00
★ Green Mana Battery	2.00
★ Helm of Chazruk	2.00
★ Hive, The	3.75
★ Howling Mine	8.00
★ Hurler's Reroll	2.00
★ Hour Jackal	2.00
● Hypnotic Specter	3.00
★ Inferno	4.00
● Instill Energy	1.00
★ Island Fish Jascovius	2.50
★ Island Sanctuary	3.00
★ Ivory Tower	5.50
★ Jade Monolith	2.50
★ Jandor's Saddlebags	2.00
★ Jayemdae Tame	5.50
★ Jester's Cap	1.00
● Lava Lord	1.00
● Killer Bees	3.00
○ Kismet	1.00
★ Kormus Bell	2.00
★ Land Tax	5.00
★ Leviathan	5.00
★ Lifebrace	2.00
★ Lightning Bolt	1.00
★ Living Artifact	2.50
★ Living Lands	2.50
★ Lord of Atlantis	5.00
★ Lord of the Pit	6.00
★ Mana Block	4.00
★ Mana Channel	2.00
★ Mana Drain	8.00
★ Mana Clash	3.00
★ Mana Flare	6.00
★ Mana Vault	4.00
★ Mana Wall	3.50
★ Manabarb	3.00
★ Markstone	4.00
★ Mistlestone	6.00
★ Mind Twist	3.00
● Mishra's Factory	4.00
★ Mishra's War Machine	2.00
★ Mither Shadow	3.00
★ Netherveil's Disk	7.00
★ Nightmare	8.00
★ Nivian's Pendant	6.00
★ Onix	2.00
★ Personal Information	4.00
★ Pirate Ship	2.50
★ Power Surge	2.50
★ Primal Clay	2.00
★ Psionic Entity	3.00
★ Puroloca	2.00
★ Rack, The	1.60
● Radlan Spirit	1.60
★ Rebirth	3.00
★ Rebirth	2.00
★ Red Mana Battery	2.00
★ Reverse Damage	4.00
★ Righteousness	3.50
★ Royal Assassin	12.50
★ Savannah Wars	6.00
★ Sengir Vampire	4.00
★ Serra Angel	6.00
● Shapeshifter	1.00
★ Shivan Dragon	15.00
● Simulacrum	5.00
● Siren's Call	5.00
★ Sleight of Hand	3.00
★ Smoke	2.50
★ Sorceress Queen	4.50
○ Spirit Link	3.00
★ Stasis	4.00
● Strip Mine	4.50
★ Sunglasses of Urzo	3.00
★ Swords to Plowshares	1.50
★ Sylvan Library	6.00
★ Tanglefoot	2.50
★ Tarrus	5.00
★ Thoughtlace	2.00
★ Timberbees	3.00
★ Time Elemental	6.00
★ Titanic's Song	2.00
★ Triskellan	4.00
★ Umezaki's Avenger	6.00
★ Uthden Troll	1.50
★ Verduran Enchantress	3.00
★ Volcanic Eruption	2.50
● Wanderlust	5.00
★ Warp Artifact	2.00
★ Web	2.50
★ White Mana Battery	2.00
● Whirling Dervish	1.50
★ Will-o'-The-Wisp	6.00

★ Winds of Change	3.00
● Winter Blast	3.00
★ Winter Orb	6.00
★ Winter Mage	8.00
★ Xenic Poltergeist	2.00
★ Zombie Master	2.50

FIFTH EDITION WIZARDS OF THE COAST 1997

Full Set (449 cards)	360.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	1.00
Abbey Gargoyles	5.00
Abyssal Specter	5.00
Admiral's Wastel	5.00
Aether Storm	7.50
Aur Emantia	1.00
Akron Legionnaire	2.50
Aladdin's Ring	2.50
An-Rovva Constable	3.00
Angry Mob	5.00
Animate Dead	5.00
Animate Wall	2.50
Ankh of Mishra	4.00



TOP 10 HOTTEST CARDS

7) Silver Queen
 "She'll breed. You'll die." What if "Alien Resurrection" had been about the Silver Queen rather than the Alien Queen? What if Ripley was cloned with the DNA of a 7/7 legend? Would Sigourney have been able to squeeze out little silver puppets like the mommy silver?

● Animate Aura	5.00
● Animate Wall	5.00
★ Armageddon	8.00
● Ashes to Ashes	5.00
● Ashnod's Altar	1.00
★ Aspect of Wall	3.50
● Atog	5.00
● Azure Drake	7.50
★ Bad Moon	6.00
★ Ball Lightning	10.00
★ Baril's Cape	2.50
● Binding Grasp	1.00
★ Birds of Paradise	7.00
● Black Knight	2.00
● Blight	5.00
★ Blinking Spirit	6.00
● Bog Witch	3.00
★ Bottle of Solerion	3.00
● Bottomless Vault	3.00
● Breeding Pit	2.00
★ Broken Image	3.00
★ Brushland	5.00
★ Caribou Range	3.00
● Carrion Ants	2.00
○ Castle	5.00
● Cave People	5.00
○ Cap Artifacts	1.00
★ City of Brass	30.00
● Clockwork Beast	3.00
● Clockwork Steed	5.00
★ Cockatrice	3.50
★ Colossus of Sardia	5.50
● Conquer	1.00
● Control Magic	2.50
● Crazy Giant	1.00
★ Crimson Mantle	3.50
★ Crown of the Ages	4.00

● Crumble	2.50
● Crusade	7.00
● Crystal Rod	3.00
● Cursed Land	5.00
★ Dance of Many	3.50
● Dangling Scepter	2.00
● Dealing Up	1.00
★ Deflection	9.00
★ Develo	3.50
● Desert Twister	5.00
● Detonate	5.00
● Diabolic Machine	5.00
★ Dingus Egg	3.00
★ Disrupting Scepter	3.50
○ Divine Transformation	1.00
★ Dragon Engine	2.00
★ Drain Power	4.00
○ Dust to Dust	5.00
● Dwarfen Catapult	7.50
★ Dwarfen Hold	3.50
★ Dwarfen Ruins	5.00
★ Earthquake	5.00
★ Ebon Stronghold	5.00
★ Elder Druid	4.00
★ Elkin Bottle	3.00
★ Elven Riders	1.00
★ Elvish Archers	3.50
● Energy Flux	5.00
● Evil Eye of Orms-by-Gore	1.50
● Evil Presence	5.00
★ Eye for an Eye	3.00
● Fallen Angel	1.50
● Fabled	5.00
● Feldon's Cone	5.00
★ Feller Stone	1.00
★ Feroz's Ban	2.50
● Fire Drake	7.50
★ Flame Spit	7.50
● Flashfries	5.00
★ Flying Carpet	2.50
★ Force of Nature	5.00
★ Forget	3.00
● Fountain of Youth	7.50
★ Fungusaur	3.50
★ Fyndhorn Elder	5.00
★ Game of Chaos	3.00
★ Gauntlets of Chaos	4.00
● Glacial Wall	5.00
★ Grasses of Urzo	5.00
● Gloom	5.00
★ Goblin King	4.00
★ Goblin Warrens	3.75
○ Greater Realm	2.00
● Greater Werewolf	5.00
● Havenwood Battleground	1.00
★ Hecatomb	5.00
★ Helm of Chazruk	2.50
★ Hive, The	3.50
★ Hoja Trees	2.50
★ Howling Mine	8.00
★ Hurler's Reroll	3.00
● Hurricane	1.00
● Hydroblast	5.00
○ Icarian Phoenix	7.50
★ Icarian Store	3.00
★ Icarian Town	3.50
● Ice Floe	7.50
★ Inferno	4.00
★ Infinite Hourglass	3.25
● Instill Energy	7.50
● Iron Star	7.50
★ Ironclaw Curse	2.00
★ Island Sanctuary	2.50
★ Ivory Cup	7.50
○ Ivory Guardians	5.00
★ Jade Monolith	2.50
★ Jandor's Saddlebags	3.50
★ Jayemdae Tame	5.00
★ Jester's Cap	12.00
● Jukhup	5.00
★ Jukhups	5.50
★ Joven's Tools	7.50
○ Justice	7.50
★ Juxtapose	3.00
○ Karma	5.00
★ Karplusan Forest	5.50
● Keldon Warlord	7.50
● Killer Boas	2.00
○ Kismet	1.00
○ Kjeldoran Royal Guard	4.50
○ Kjeldoran Skycaptain	7.50
● Knight of Stomga	7.50
● Labyrinth's Rise	5.00
★ Lemnath	5.00
★ Lhurgoyf	5.50
● Library of Leng	1.00

● Eclatose	5.00
● Eclatop	5.00
★ Living Artifact	2.00
★ Living Lands	2.50
★ Lord of Atlantis	5.00
★ Lord of the Pit	6.50
● Lore	5.00
● Magical Hack	3.00
★ Magus of the Insean	4.00
★ Mana Clash	2.00
★ Mana Flare	4.50
★ Mana Vault	4.00
★ Manabarb	3.00
★ Markstone	4.00
★ Mistlestone	5.50
● Mind Bomb	5.00
● Mind Warp	7.50
● Moa Worms	5.00
★ Necropotence	7.00
★ Nether Shadow	4.00
★ Netherveil's Disk	7.00
★ Nightmare	7.00
● Obelisk of Undoing	3.00
● Orkish Artillery	5.00
● Orkish Captain	5.00
● Orkish Oracle	5.00
★ Orkish Squatters	4.00
○ Order of the Sacred Torch	3.50
○ Order of the White Shield	1.00
★ Dig	3.00
● Ornithopter	2.50
● Pentagram of the Ages	4.00
● Persona Incantation	4.00
● Phantasmal Forces	5.00
● Phantom Monster	5.00
★ Pirate Ship	2.50
● Power Sink	2.50
★ Primal Clay	2.50
★ Primal Order	5.00
● Primordial Ooze	5.00
● Pyroblast	7.50
● Pyrotechnics	7.50
● Rabid Wombat	1.25
● Radlan Spirit	1.60
★ Rag Man	3.00
★ Roca	3.00
● Reverse Damage	5.00
★ Righteousness	4.00
● Rod of Rain	5.00
● Ruins of Troka	7.50
○ Sacred Boon	7.50
★ Sand Silos	3.00
● Sea Spirit	7.50
● Sea Spire	5.00
● Seasinger	1.00
● Seagovian Leviathan	5.00
★ Sengir Autocrat	3.50
★ Seraph	6.00
★ Serpent Generator	4.00
○ Serra Bastard	5.00
○ Serra Paladin	1.00
● Shapeshifter	1.50
● Shatterstorm	1.50
★ Shivan Dragon	15.00
★ Sibilant Spirit	5.00
● Skull Catapult	7.50
★ Sleight of Mind	3.25
★ Smoke	3.00
★ Sorceress Queen	4.00
● Soul Mel	5.00
○ Spirit Link	2.50
★ Stampede	3.00
★ Stasis	4.50
● Strip Artifact	5.00
● Stone Giant	5.00
● Stone Spirit	5.00
★ Stromgald Enba	4.00
★ Sulfurous Springs	5.00
★ Sylvan Temple	5.00
★ Sylvan Library	6.00
● Tarrus's Weaponry	5.00
● Thicket Basilisk	7.50
● Throne of Bone	7.50
● Throat Retainer	5.00
★ Time Bomb	4.00
★ Time Elemental	6.00
★ Titanic's Song	3.00
★ Truce	2.50
● Tsunami	5.00
★ Underground River	5.00
● Untamed Wilds	5.00
★ Urzo's Avenger	4.00
★ Urzo's Bombie	5.00
★ Verduran Enchantress	3.00
● Wall of Air	5.00
● Wall of Bone	5.00
● Wall of Brambles	5.00

100

price guide

● Wall of Fire	50
● Wall of Stone	50
○ Wall of Swords	50
● Wanderlust	50
★ Warp Artifact	2.50
● Whirling Dervish	1.50
○ White Knight	2.00
● Wind Spirit	50
★ Winds of Change	3.00
● Winter Blast	.50
★ Winter Orb	4.00
● Wulvenne Pack	50
○ Wooden Sphere	50
● Word of Binding	50
★ Wrath of God	8.00
★ Wretched, The	5.00
★ Wyluli Wolf	3.50
★ Xenic Pathfinder	2.50
★ Zombie Master	4.00
★ Zur's Weaving	4.50

ARABIAN NIGHTS

WIZARDS OF THE COAST-1993

Full Set (78 cards)	\$875.00
Booster Pack (8 cards)	85.00
Booster Box (60 packs)	3,800.00

○ Abu Ja'far	5.00
★ Aa'dan	8.00
★ Aladdin's Lamp	6.00
★ Aladdin's Ring	6.50
● All Baba	6.00
★ Ali from Cairo	100.00
○ Army of Allah	6.00
● Bazaar of Baghdad	18.00
★ Bird Maiden	1.00
★ Bottle of Suleiman	7.00
○ Brass Alan	3.00
○ Camel	3.00
○ City in a Bottle	22.00
○ City of Brass	30.00
● Coconut Witches	1.00
● Cyclops	5.00
● Dancing Sorcerer	6.00
○ Dandan	1.00
○ Desert	3.50
● Desert Nomads	3.00
● Desert Trustee	4.50
★ Diamond Valley	80.00
★ Drop of Honey	52.00
★ Ebony Horse	6.00
★ E'Haraj	7.00
★ Elephant Graveyard	35.00
★ Eng Raiders	1.00
★ Eritnan Djinn	35.00
★ Eye for an Eye	6.00
○ Fishwife On	1.00
○ Flying Carpet	6.00
○ Flying Men	7.00
○ Ghazban Ogre	1.00
○ Giant Tortoise	1.00
★ Guardian Beast	60.00
★ Hassen Ogress	1.00
★ Hair Locket	3.00
★ Ifh-Brit E'reet	32.00
★ Island Fish Jasonius	6.00
★ Island of Vrak'Wak	50.00
★ Jandar's Ring	6.00
★ Jandar's Saddlebags	6.00
★ Jeweled Bird	5.00
★ Jihad	55.00
★ Junior E'reet	10.00
★ Juzem Djinn	180.00
★ Khatib Ghoul	40.00
★ King Suisman	20.00
★ Kind Age	3.50
★ Library of Alexandria	150.00
★ Magueth Mountain	6.00
★ Merchant Ship	8.00
★ Metamorphosis	2.00
★ Miqot Djinn	9.00
○ Moorish Cavalry	6.00
○ Mountain	10.00
★ Nafs Asp	1.00
○ Oasis	4.00

★ Old Man of the Sea	40.00
○ Palatine	1.00
○ Party	1.00
○ Pyramids	10.00
○ Repentant Blacksmith	4.00
★ Ring of Mar'ut	35.00
○ Rukh Egg	5.00
○ Sandals of Abdojen	10.00
○ Sandstorm	1.00
★ Serenita Djinn	28.00
★ Serenita E'reet	32.00
★ Shahrazad	25.00
○ Sandbad	5.00
★ Singing Tree	40.00
★ Sorceress Queen	10.50
○ Stone-Throwing Devils	7.00
○ Unstable Mutation	1.00
○ War Elephant	1.00
○ Wyluli Wolf	4.00
★ Yehana E'reet	12.00

ANTIQUITIES

WIZARDS OF THE COAST-1994

Full Set (100 cards)	\$300.00
Booster Pack (8 cards)	92.00
Booster Box (60 packs)	950.00

○ Amulet of Kroog	50
○ Argvian Archaeologist	45.00
○ Argvian Blacksmith	75
○ Argvian Priests	50
○ Argvian Treefolk	1.00
○ Armageddon Clock	5.00
○ Winter Blast	1.00
○ Artifact Possession	1.00
○ Artifact Ward	1.00
○ Ashnod's Altar	2.50
○ Ashnod's Battle Gear	2.00
○ Ashnod's Transmogrator	2.00
○ Alog	1.50
○ Battering Ram	50
★ Bronze Tablet	5.00
○ Cathedral of Tavnos	50.00
○ Circle of Protection Artifact	8.00
○ Citadel-Djinn	3.00
○ Clockwork Argon	9.00
○ Colossus of Sardia	10.00
○ Coral Helm	5.00
○ Cursed Rack	2.00
○ Dampening Field	3.00
★ Detonate	3.00
○ Dragon's Restoration	1.00
○ Dragon Engine	1.00
○ Dwarven Weaponsmith	2.00
○ Energy Flux	2.00
○ Feldon's Cloak	10.00
★ Gaea's Avenger	16.00
○ Gate to Phyrexia	3.00
○ Goblin Artisans	1.50
○ Golegathan Sylex	9.00
○ Grapeshot Catapult	50
○ Haunting Wind	2.50
★ Huk'at' Royal	4.50
○ Ivory Tower	10.00
○ Jovian Forge	5.50
○ Jovianis of Korlis	5.00
○ Nightstone	4.00
○ Millstone	2.00
○ Mishra's Factory	10.00
○ Mishra's Factory (Winter)	15.00
○ Mishra's War Machine	4.00
★ Mishra's Workshop	37.00
★ Obelisk of Undoing	8.00
○ Onasier	2.00
○ Orkish Mechanics	1.00
○ Ornithopter	1.00
○ Phyrexian Gremlins	4.00
○ Power Artifact	4.00
○ Powerleath	3.00
○ Priest of Youngblood	1.00
○ Primal Clay	2.00
○ Rock, The	3.00
○ Rakafite	2.00
○ Reconstruction	1.00
○ Reverse Polarity	4.00
○ Rocket Launcher	4.00
○ Siege of Ant-Nam	1.00
★ Shapeshifter	6.00
★ Shatterstorm	5.50
○ Staff of Zegon	1.00
○ Strip Mine	10.00
○ Strip Mine (sky picture)	12.00
○ Su-Chi	5.00
○ Tablet of Epityr	1.00
○ Tavnos's Coffin	25.00
○ Tavnos's Wand	2.00

○ Tavnos's Weaponry	2.50
○ Tetravus	8.00
○ Tripartite Song	2.00
○ Tripartite Artifact	3.50
○ Tripartite	8.00
○ Urza's Avenger	9.00
○ Urza's Engine	1.00
○ Urza's Mine	50
○ Urza's Power Plant	8.00
○ Urza's Tower	50
○ Walling Spears	1.75
○ Xenokstone	3.50
○ Xenic Pathfinder	3.50
★ Youngblood Demian	8.00
○ Zoltan Soldier	50

LEGENDS

WIZARDS OF THE COAST-1994

Full Set (310 cards)	\$950.00
Booster Pack (15 cards)	35.00
Booster Box (36 packs)	1,025.00
Unsorted Commons	50

○ Abomination	2.00
★ Abyssal Fire	60.00
★ Abyssal	20.00
★ Adam Oakenshield	14.00
○ Adventurers Guildhouse	2.50
○ Aether-Berserker	1.00
○ Awaiting Legions	1.00
○ Axiom	8.00
★ All Hallow's Eve	42.00
○ Arabian Carpet	2.00
○ Arabian Tomb	12.00
○ Arabian Voices	12.00
○ Argus MacKenzie	12.00
○ Anti-Magic Aura	50
○ Arborea	4.50
○ Arripis Sabbath	14.00
○ Aerie of the Ancients	8.00
○ Avoid Fate	1.00
○ Averted Glimpse	6.00
○ Ayeka Tanaka	7.00
○ Azula Drake	3.00
○ Backdraft	3.00
○ Backfire	5.00
○ Barbaric Apes	1.00
○ Barktooth Warbeard	4.50
○ Barricade	12.00
○ Benches of Begoniam	3.00
○ Black Mesa Battery	5.00
○ Blazing Effigy	2.00
○ Bright	2.00
○ Bright Lust	4.00
○ Black Mesa Battery	5.00
○ Boils Demobar	2.50
○ Brine Hag	4.00
○ Bronze Horse	8.00
★ Brumal	16.00
○ Cathedral of Sema	2.50
★ Chain Lightning	5.50
★ Chantrelle	1.00
○ Chromium	14.00
○ Chryse	18.00
○ Clergy of the Holy Nimbus	1.00
○ Colonn	3.00
★ Commemorative Crossroads	8.00
★ Cosmic Horror	8.00
○ Cosmic Golem	6.50
○ Cosmic	3.00
○ Crimson Kobolds	1.50
★ Crimson Monks	7.00
★ Crankspark Kobolds	1.50
○ Dakkon Blackblade	14.00
○ D'Avenant Archer	50
○ Darkness	1.00
○ Deathfall	1.00
○ Demonic Torment	4.00
○ Devouring Deep	1.00
★ Disharmony	11.50
○ Divine Intervention	1.00
○ Divine Offering	1.00
○ Divine Transmutation	8.00
○ Dream Eco	4.50
○ Dreaming Song	4.00
★ Elder Land Wurm	8.00
★ Elder Spirit	6.00
★ Evershield	7.00
○ Emburster Being	1.00
○ Enchantment Alteration	1.00
○ Equinox	4.00
○ Eternal Warrior	2.00
★ Eureka	45.00
○ Evil Eye of Ome-by-Gone	5.00
○ Fallen Angel	8.00

★ Falling Star	1.00
★ Fend	3.00
★ Field of Dreams	2.50
○ Fire Storm	1.50
★ Firestorm Phoenix	21.00
○ Flaming	1.00
○ Flaming Spitzer	4.00
○ Flame Screen	50
○ Firelight Amulet	1.00
○ Flaming	2.00
○ Flaming	1.00
○ Gabriel Anguivre	8.00
○ Gauntlets of Chaos	8.00
○ Ghosts of the Damned	3.00
○ Giant Antler	1.00
○ Glyph of Delusion	1.00
○ Glyph of Domination	1.00
○ Glyph of Madness	1.00
○ Glyph of Pain	1.00
○ Glyph of Reincarnation	1.00
○ Gristle Dux	1.00
★ Gravity Sphere	22.00
○ Great Golem	4.00
○ Great	4.00
○ Great Realm of Preservation	6.00
★ Gwenna	7.00
○ Green Mana Battery	5.00
○ Gwendlyn Di Card	4.00
○ Halfling	1.00
○ Harrow	5.00
○ Harrow	5.00
○ Headless Horseman	1.00
○ Heaven's Gate	4.00
○ Hell Swarm	1.00
★ Hell's Cartographer	15.00



TOP TO HOTTEST CARDS

6) Armageddon

Armageddon (or ma-ged-don) 1. The scene of a final battle between the forces of good and evil, prophesied in the Bible to occur at the end of the world. 2. A decisive conflict. 3. A butchering *Maga* card that refuses to leave the Top 10.

★ Hellfire	20.00
○ Holy Day	1.00
○ Horn of Beheading	8.00
○ Imperial	1.00
○ Imperial	5.00
○ Imperial	5.00
○ Imperial	4.00
○ Imperial	5.00
★ Imperial	2.50
★ In the Eye of Chaos	12.00
○ Indestructible Aura	1.00
○ Infernal Medusa	7.00
○ Infernal	7.00
★ Invoke Prejudice	15.00
○ Ivory Guardians	4.00
○ Jacques la Vert	13.00
○ Jasmine Boreau	4.00
○ Jasmine Boreau	4.00
○ Jovian of the Closed Fist	13.00
○ Jovian	1.00
★ Jovian Evil	16.00
★ Jovian	8.00
★ Korobos	5.00
○ Korobos	4.00
○ Korobos	8.00
★ Killer Bees	10.00
○ Kismet	5.00
○ Knowledge Youth	10.00
○ Kobold Drill Sergeant	8.00
★ Kobold Overlord	15.00
○ Kobold Taskmaster	8.00

Knights of Kher Keep	1.50
Kry Stone	4.00
Lady Calera	12.00
Lady Evengra	11.00
Lady of the Mountain, The	5.00
Lady Ozo	2.00
Land Equilibrium	16.00
Land Tax	0.00
Land's Edge	10.00
Lesser Werewolf	4.00
Life Chisel	4.00
Life Matrix	12.50
Lifefabric	12.00
Living Plane	22.00
Livonia Silene	15.00
Lord Magnus	5.00
Lost Soul	0.00
Major Drain	60.00
Major Matrix	10.00
Maibie Priest	4.00
Marhaat Esdragan	3.00
Master of the Hunt	20.00
Minor Universe	80.00
Moat	60.00
Alola Damon	0.00
Moss Monster	1.00
Mountain Stronghold	3.00
Mountain Wolf	3.00
Naberau the Zealot	10.00
Nether Void	48.00
Nicol Botas	15.00
North Star	12.00
Nova Pentacle	15.00
Orca Vultures	1.00
Palladium Spheres	14.00
Part Water	4.00
Poal Malik	5.00
Pendelhaven	5.00
Petra Spinx	8.00
Pine Green	5.00
Planaft Gate	12.00
Picquest Cypriotes	2.00
Presence of the Master	8.00
Purporial Ooze	7.00
Princess Lucrezia	4.00
Psionic Entity	2.00
Psychic Poise	8.50
Puppet Master	3.00
Pyrotechnics	1.00
Quagmirr	4.00
Quorum Trench Guardians	10.00
Rabriel Warbut	5.00
Radian Spirit	2.50
Raging Bull	1.00
Ragnar	10.00
Rainraz Deletra	4.00
Rornas Overdark	14.00
Rapid Fire	0.00
Raspurin Dreamweaver	14.00
Rebirth	8.00
Recoil	11.50
Red Mana Battery	5.00
Reinforcement	4.00
Rein Barrier	6.00
Relic Bend	3.50
Remove Enchantments	1.00
Remove Soul	0.00
Royal	8.00
Revolution	10.00
Reverberation	16.00
Righteous Avengers	4.00
Ring of Immortals	14.00
River Turnbull	4.00
Rohgah of Kher Keep	15.00
Rubina Soulstealer	0.00
Rust	1.00
Sea King's Blessing	4.00
Seafarer's Duty	3.00
Seeker	2.50
Sevovan Leviathan	3.00
Sentinel	8.00
Serpent Generator	12.00
Sheikin Browne	1.00
Shield Wall	2.00
Shimian Night Stalker	3.50
Silhouette	4.00
Sir Shandalar of Eborn	4.00
Six Star Scorpion	3.50
Solfkanar the Swamp King	16.00
Spectral Chink	7.00
Spiral Pillar	8.00
Spirit Link	7.00
Spirit Shroud	1.00
Spiritual Sanctuary	12.00
Stonng	8.00
Storm Seeker	7.00
Storm World	14.00

Subdue	1.00
Sunstorm Falconer	4.00
Sunder the Ages	32.00
Sylvan Cleric	9.00
Sylvan Fencer	4.00
Sylvan Shaman	7.50
Talons of the Pendrell Vale	30.00
Takemaggor	2.00
Tales of the Past	12.00
Teagart	8.00
Tempest Eater	8.00
Tetsuo Umeharuo	17.00
Thunder Spirit	25.00
Time Elemental	15.00
Tobias Andron	4.00
Tolana	4.00
Tor Hawk	3.00
Torsten Von Ursus	4.00
Totem of Darkness	4.00
Toxic Egg	8.00
Tukar Deathlock	11.00
Tunnio Wolves	1.00
Typhoon	12.00
Umbra	3.00
Underworld Dreams	36.00
Unholy Citadel	3.00
Untamed Wilds	4.00
Urborg	5.00
Urdrago	15.00
Vagranis Asmode	15.00
Vannoran Gold	1.00
Visions	4.00
Voodoo Doll	8.00
Walking Dead	1.00
Wall of Citriops	1.00
Wall of Dust	2.50
Wall of Earth	1.00
Wall of Light	4.00
Wall of Opposition	8.00
Wall of Pained Flesh	5.00
Wall of Tombstones	4.00
Wall of Wonder	4.00
Whispering Demise	5.00
White Mana Battery	5.00
Willow Salyr	14.00
Winds of Change	5.00
Winter Blast	8.00
Worming Pack	1.00
Wound Elemental	10.00
Wretched, The	22.00
Xenarian	10.00
Zephyr Falcon	1.00

THE DARK

WIZARDS OF THE COAST 1994

Full Set (149 cards) \$150.00
 Booster Pack (8 cards) 8.00
 Booster Box (60 packs) 375.00
 Unlisted Commons 15

Amnesia	4.50
Angry Mob	3.00
Apprentice Wizard	2.50
Ashes to Ashes	0.00
Bell Lightning	18.00
Banish	2.00
Bar's Cage	4.00
Blood Moon	8.00
Blood of the Martyr	2.00
Bone Fract	1.00
Book of Rass	1.50
Brother of Fire	1.00
Cave People	1.00
City of Shadows	4.00
Cleansing	5.00
Coal Golem	2.00
Curse Artifact	2.00
Dance of Marty	5.00
Dark Heart of the Wood	1.00
Dark Sphere	2.00
Drabok Machine	1.50
Eaten of the Dead	2.50
Eighty-Eye	1.00
Eyes of Deep Shadow	3.50
Eternal Flame	4.00
Evacost	8.00
Fallen The	5.00
Fasting	1.50
Falling Stone	4.00
Fire and Brimstone	1.50
Fire Drake	1.00
Flood	1.00
Fountain of Youth	1.50
Frankenstein's Monster	6.00
Gaean's Tower	1.00
Goblin Wizard	5.00

Grave Robbers	5.00
Hidden Path	7.00
Intero	5.50
Knights of Thorn	6.00
Levathan	7.00
Living Armor	1.00
Lurke	3.00
Mana Clash	4.00
Mana Vortex	4.00



5) Dual Lands

Like putting a motor on a toothbrush or cruise control on a BMW dual lands are good things made better. You don't simply get mana when you tap, you can rest assured that you'll always get the color of mana you need.

Marsh Geolins	1.00
Martyr's Cry	5.00
Maze of the	16.00
Mindful Assassin	6.00
Mind Bomb	2.00
Minime Worker	1.00
Minotaur	6.00
Minotaur	2.00
Minotaur	3.50
Minotaur	1.50
Minotaur	2.00
Minotaur	14.00
Minotaur	5.00
Minotaur	4.00
Minotaur	2.00
Minotaur	3.00
Minotaur	4.50
Minotaur	3.00
Minotaur	5.00
Minotaur	1.50
Minotaur	4.00
Minotaur	1.50
Minotaur	5.00
Minotaur	2.00
Minotaur	3.00
Minotaur	2.00
Minotaur	2.50
Minotaur	7.00
Minotaur	1.50
Minotaur	2.00
Minotaur	2.00
Minotaur	2.00
Minotaur	5.00
Minotaur	4.00
Minotaur	4.00

FALLEN EMPIRES

WIZARDS OF THE COAST 1994

Full Set (87 cards) \$50.00
 Booster Pack (8 cards) 1.00
 Booster Box (60 packs) 45.00
 Unlisted Commons 15

Academy	2.00
Academy of Restoration	2.00
Academy of Sorcery	3.75
Academy of Sorcery	2.00
Academy of Sorcery	2.00
Academy of Sorcery	5.00
Academy of Sorcery	5.00
Academy of Sorcery	1.50

Derelor	3.00
Dragonian Cylis	3.00
Dwarven Armorer	2.00
Dwarven Catapult	5.00
Dwarven Hold	3.00
Dwarven Lieutenant	5.00
Dwarven Ruins	1.50
Ebon Praetor	3.00
Ebon Stronghold	1.00
Even-Lyre	2.00
Evish Farmer	3.00
Faire's Mantle	5.00
Faerie Priest	1.00
Feral Thrullid	1.50
Fungal Bloom	3.00
Goblin Fattler	2.00
Goblin Kites	5.00
Goblin Warriors	3.50
Hand of Justice	5.50
Haunted Battleground	1.50
Heroism	5.00
Hollow Trees	3.00
Honored Shaman	1.00
Horrid Spawning Bed	5.00
Hymn to Tawhach	7.50
Ironian Lieutenant	2.00
Ironian Phalanx	5.00
Ironian Priest	5.00
Ironian Skirmishers	3.00
Ironian Stone	3.00
Ironian Town	3.50
Implements of Sacrifice	1.00
Orish Captain	5.00
Orish	3.00
Raiding Party	5.00
Rainbow Vale	3.00
Ring of Renewal	2.00
River Mistral	3.50
Ruins of Trokair	1.00
Sand Silos	3.00
Seasinger	1.00
Squad Exchange	1.00
Spirit Shield	2.00
Spore Flower	5.00
Sylvanite Priest	5.00
Sylvanite Temple	1.00
Tactical Devourer	5.00
Theban's Chant	5.00
Theban's Curse	2.00
Thebanite Druid	5.00
Thebanite Monk	2.50
Thrull Champion	3.50
Thrull Reformer	5.00
Thrull Wizard	5.00
Tidal Influence	5.00
Toumish's Chant	5.00
Toumish's Gato	2.00
Toumish Knights	3.00
Toumish War Machine	3.00
Toumish Sword	2.00

ICE AGE

WIZARDS OF THE COAST 1995

Full Set (383 cards) \$235.00
 Starter Deck (60 cards) 8.00
 Starter Box (10 decks) 75.00
 Booster Pack (5 cards) 2.75
 Booster Box (36 packs) 95.00
 Commons 15

Abyssal Specter	1.00
Adorned Sentinel	7.50
Adorned Wastes	6.00
Aegis of the Meek	3.25
Aggression	5.00
Altar of Bone	3.00
Amulet of Quaoz	1.00
Anarchy	1.50
Arctic's Sleigh	5.00
Arctic's Weatherwane	5.00
Arctic's Whistle	5.00
Ashen Ghoul	7.50
Avalanche	7.50
Balduran Conqueror	7.50
Balduran Hydra	6.00
Baton of Morale	7.50
Battle Cry	7.50
Binding Grasp	7.50
Black Scarab	5.00
Blinking Spirit	6.25
Bizzard	3.00
Blue Scarab	5.00
Brand of the Onien	4.00
Breath of Dreams	7.50
Brushland	6.00
Call to Arms	4.00

100

price guide

☆ Caribou Range	4.00
★ Celestial Sword	3.00
★ Cantaur Archer	75
★ Chaos Lord	3.50
★ Chaos Moon	2.00
Chromatic Armor	3.50
○ Cold Snap	75
● Conquer	75
★ Crown of the Ages	5.50
★ Curse of Mant Lodge	4.00
● Dance of the Dead	1.00
★ Deflection	12.00
● Demonic Consultation	75
★ Despotic Scepter	4.00
Diabolic Vision	75
★ Dread Wight	3.00
● Dreams of the Dead	75
● Drift of the Dead	75
○ Drought	75
★ Drunken Army	3.50
Earthlink	3.00
★ Elder Druid	4.00
Elemental Augury	4.00
★ Elkin Bottle	4.00
☆ Enduring Renewal	6.00
☆ Energy Storm	4.00
Essence Vortex	75
● Fanatical Fever	75
Fiery Justice	3.00
Fire Covenant	1.00
● Flame Spirit	75
Flooded Woodlands	3.00
★ Flow of Maggots	2.00
★ Forbidden Lore	3.00
Force Void	75
● Forgotten Lore	75
☆ Formation	2.00
● Freyalise Supplicant	50
● Freyalise's Charm	50
Fumarole	75
Fyndhorn Bow	75
Fyndhorn Elder	75
★ Fyndhorn Pollen	2.50
★ Game of Chaos	3.00
★ General Jaroke	4.50
Ghastly Flame	5.00
Giant Trap Door Spider	75
● Glacial Chasm	75
★ Glacial Crevasses	3.00
● Glacial Wall	75
Glaciers	3.00
★ Goblin Lyle	3.00
● Goblin Mutant	1.00
● Goblin Snowman	75
★ Gravebind	2.00
○ Green Scarab	50
○ Hallowed Ground	1.00
★ Hall of Mist	3.00
★ Hacatoma	6.00
★ Hematite Talisman	75
○ Hippopotamus	75
● Hot Springs	3.00
● Hurricane	1.00
● Hypnotic Lure	75
Hymn of Rebirth	75
★ Ice Cauldron	4.00
● Ice Floe	75
● Iceberg	75
● Icequake	1.50
● Icy Manipulator	9.00
★ Icy Prison	4.00
★ Illusory Presence	3.00
● Illusory Terrain	75
● Illusions of Grandeur	4.00
★ Infernal Darkness	2.00
★ Infernal Denizen	3.00
★ Infinite Hourglass	4.00
★ Jester's Cap	18.00
★ Jester's Mask	10.00
● Jeweled Amulet	75
● Joltall Wurm	75
★ Jotulhugs	8.00
○ Justice	1.50
★ Karplusan Forest	6.00
● Karplusan Giant	75
★ Karplusan Yell	4.00

● Keldoran Elite Guard	1.25
● Keldoran Frostbeast	75
★ Keldoran Knight	2.00
★ Keldoran Phoenix	3.00
★ Keldoran Royal Guard	5.00
○ Keldoran Skycaptain	1.50
● Knight of Stromgold	1.00
● Krovikan Elementalist	75
● Krovikan Vampire	1.50
★ Land Cap	3.00
★ Lapis Lazuli Talisman	75
★ Lava Tubes	3.00
● Leshroc's Rite	75
● Leshroc's Scepter	75
★ Ungoyf	7.50
☆ Lightning Blow	3.00
☆ Lim-Dal's Hex	75
★ Lost Order of Jarokel	4.00
● Lure	50
● Maddening Wind	75



TOP 10 HOTTEST CARDS

4) Tradewind Rider
 What would you pay for a tough flying blocker? Eight mana? Well, for a mere four mana, we'll send you this blue creature, and—at no extra cost to you—we'll throw in the ability to return cards to your opponent's hand! There aren't many better values.

★ Magus of the Unseen	4.00
● Malachite Talisman	75
★ Marton Stromgold	8.00
● Melee	75
● Melling	75
☆ Mercenaries	3.00
● Meneke Ri Berit	5.00
★ Mesmeric Trance	4.00
● Mind Warp	1.00
★ Mind Whip	3.00
★ Minion of Leshroc	6.00
★ Minion of Tevesh Szat	5.00
● Mole Worms	75
Monsoon	4.00
Mountain Titan	3.50
★ Mudslide	3.00
★ Musician	4.00
★ Mystic Night	3.00
● Naere Talisman	75
★ Naked Singularity	4.00
● Nature's Care	75
★ Necropotence	9.00
★ Oath of Lim-Dal	3.50
● Onyx Talisman	50
● Orash Cannoneers	75
● Orash Healer	75
★ Orash Ironborn	3.00
★ Orash Squatters	5.00
☆ Order of the Sacred Torch	4.25
○ Order of the White Shield	75
★ Pale Bears	3.00
★ Pentagram of the Ages	5.50
● Phantasmal Mount	75
● Pit Trap	75
★ Polar Kraken	7.00
★ Paz	5.00
★ Pygmy Allosaurus	3.00
● Pyroclasm	1.50
★ Reality Twist	3.75
Reclamation	3.00
○ Red Scarab	75
★ Ritual of Subduer	4.00
★ River Delta	4.00
○ Rusted Arch	4.00
○ Sacred Boon	75
● Sea Spirit	75

○ Seraph	8.00
● Shield of the Ages	75
★ Shylr	4.00
● Sibilant Spirit	6.50
● Silver Erae	75
● Skeleton Ship	5.00
● Skull Cataopt	75
● Sleight of Mind	1.50
★ Snow Fortress	3.00
○ Snow Hound	75
● Snow-Covered Forest	50
● Snow-Covered Island	50
● Snow-Covered Mountain	50
● Snow-Covered Plains	50
● Snow-Covered Swamp	50
★ Snowblind	2.50
☆ Soldevn Gelem	3.00
● Soldevn Machinist	75
● Soldevn Simulacrum	75
● Soul Banner	75
Spectral Shield	75
★ Spots of Evil	4.00
★ Spots of War	4.50
★ Staff of the Ages	3.00
★ Stampede	4.00
● Stench of Evil	75
● Stone Spirit	75
Storm Spirit	4.00
Stormbind	5.00
★ Stromgold Cabal	4.00
★ Stunted Growth	5.00
★ Sulfurous Springs	6.00
○ Sunstone	75
○ Swords to Plowshares	1.50
● Thermokast	2.00
● Thoughtflesh	75
● Thunder Wall	75
★ Timberline Ridge	3.00
★ Time Bomb	4.00
★ Total War	2.00
★ Trailblazer	2.00
● Touch of Vitae	75
★ Underground River	6.00
● Uppercut	75
● Urzo's Bastle	0.50
★ Veld	3.50
● Venomous Breath	75
● Verigo	75
★ Vexing Arcanist	5.00
★ Vibrating Sphere	3.00
● Walking Wall	75
● Wall of Lava	75
● Wall of Pine Needles	75
● Wall of Shields	75
● War Chant	75
● Whetstone Gilder	75
○ White Scarab	50
● Whitewall	75
● Wind Spirit	75
Wings of Aesthi	75
● Withering Wisp	75
★ Wings	4.00
★ Winter's Chill	3.00
● Word of Blasting	75
★ Wrath of Mant Lodge	3.00
★ Wrath of Mant Lodge	75
● Yavimaya Gnats	5.00
● Zur's Wearding	4.50
● Zuran Orb	4.50

● Crow Giant	1.50
★ Cyclone	2.00
● Dakkon Blackblade	6.00
★ Dance of Many	3.00
● Enchantment Alteration	50
● Ephemeral Djinn	5.00
● Fallen, The	75
● Fallen Angel	3.00
● Feldon's Cane	1.00
● Fire Drake	75
Gabriel Angelface	4.00
★ Gauntlets of Chaos	3.00
● Goblin Artisans	50
★ Hell's Caretaker	5.50
★ Horn of Deafening	2.50
○ Ivory Guardians	75
★ Jabum Tome	2.50
★ Jeweled Bird	1.00
Johan	4.00
★ Juxtapose	3.00
● Kai Takahashi	50
★ Land's Edge	5.00
● Merhault Eldrdragon	25
● Nebuchadnezzar	4.00
● Neco Bolas	5.00
★ Observer of Lundaug	3.00
Palladia-Mors	5.00
☆ Petro Sphinx	3.00
● Primalordial Ooze	75
● Puppet Master	75
● Rabid Wombat	1.50
★ Rakute	1.50
★ Recall	2.50
★ Revelation	2.00
Rubama Soulsinger	5.00
★ Safe Haven	2.50
★ Sentinel	2.00
★ Serpent Generator	5.00
○ Shield Wall	75
● Shrivian Night Stalker	75
● Sivan Scrazam	25
● Sai Kanar the Swamp King	5.00
Stang	3.00
● Storm Seeker	2.50
● Taktlemaggal	75
★ Teleport	2.00
● Tobias Andron	25
● Tormod's Crypt	50
★ Trassit Egg	2.00
● Urzo's Mine (four versions)	25
● Urzo's Power Plant (four versions)	25
● Urzo's Tower (four versions)	25
Vaavictis Asmadi	5.00
★ Voodoo Doll	2.00
● Wall of Opposition	1.00
● Wall of Wonder	50
○ Witch Hunter	1.00
★ Wretched, The	5.50
Xiro Arien	3.00
★ Youngmoth Demon	4.00

HOMELANDS

WIZARDS OF THE COAST 1995

Full Set (140 cards)	\$70.00
Booster Pack (8 cards)	1.50
Booster Box (60 packs)	70.00
Commons	10

○ Abbey Gargoyles	50
● Ether Steem	1.00
★ An-Havvo Constable	2.50
● An-Havvo Inn	1.00
● An-Havvo Township	1.00
★ An-Zemra Ruins	3.00
★ Anaba Anvaster	3.00
★ Anaba Spirit Crafter	3.00
★ Apocalypse Chime	3.00
★ Autumn Willow	8.00
● Aysen Abbey	1.00
○ Aysen Crusader	3.00
○ Aysen Highway	3.00
★ Bak's Curse	2.50
★ Baron Seagr	8.00
★ Beast Walkers	2.00
★ Black Carriage	3.00
★ Broken Visage	3.00
★ Castle Sengir	50
★ Chain Steas	3.00
● Chandler	50
● Clockwork Gnomes	25
● Clockwork Steed	25
● Clockwork Swarm	25
● Corni Reef	25
★ Daughter of Autumn	3.00
○ Death Speakers	1.00
● Diadendoo	3.00

CHRONICLES

WIZARDS OF THE COAST 1995

Full Set (125 cards)	\$80.00
Booster Pack (12 cards)	2.50
Booster Box (45 packs)	85.00
Unlisted Commons	10

○ Abu Ja'far	50
○ Akrom Leganmare	2.00
★ Aladdin	3.50
☆ Angelic Voices	5.00
☆ Arcades Sabbath	5.00
★ Arena of the Ancients	2.00
★ Axiomad Gunnerson	3.00
★ Ayesha Tanaka	2.00
● Azure Drake	75
● Banshee	75
★ Bari's Cage	2.00
● Beasts of Bogardan	75
○ Blood of the Martyr	75
★ Blood Moon	5.00
★ Book of Rass	1.00
★ Bronze Horse	1.50
Chromium	5.00
★ City of Brass	12.00
● Cocoon	75
★ Concordant Crossroads	4.00



ARTIFACT BLACK BLUE GOLD GREEN RED WHITE LAND

COMMON UNCOMMON RARE

● Drudge Spell	1.00
★ Dwarven Pony	2.00
★ Dwarven Sea Lion	2.50
● Ebony Rhino	2.5
● Iron the Relentless	1.00
● Evaporate	50
★ Faerie Noble	4.00
★ Feroz's Ban	3.00
★ Forget	3.00
● Funeral March	2.5
● Ghost Hounds	1.00
● Giant Oyster	1.00
★ Grandmother Sengir	2.50
● Greater Werewolf	50
★ Hazdrif the Abbot	3.00
● Headstone	50
★ Heart Wolf	2.25
● Hsyan's Shade	2.00
● Imiti Sengu	1.00
★ Ironclaw Cruise	2.50
● Jinx	2.5
● Joven	50
● Joven's Ferrets	50
● Joven's Hoops	1.00
★ Kaskan Falls	3.00
● Kaskan Keep	50
● Leaping Lizard	2.5
★ Leeches	2.00
★ Mammoth Harness	2.00
★ Marphan	3.00
● Merchant Scroll	2.5
★ Mystic Decree	4.50
★ Narwhal	2.50
● Oresh Mine	1.00
★ Primal Order	6.00
○ Prophecy	2.5
○ Rashka the Slayer	1.00
● Renewal	2.5
● Reimbuition	1.00
★ Ravera, Wizard Savant	3.00
● Root Spider	50
● Roots	50
● Roterohopter	2.5
★ Rysonian Badger	2.00
● Sea Sprite	1.00
● Sea Troll	1.00
★ Sengir Autocrat	3.50
★ Serra Avary	4.00
★ Serra Bestiary	2.5
○ Serra Inquisitors	7.5
○ Serra Paladin	2.5
● Sentinel Arrows	1.50
● Soraya the Falconer	2.75
● Spectral Bears	1.00
★ Timmeran Fiends	1.00
★ Traz	3.00
★ Velature of Sengir	3.25
★ Wall of Ice	2.00
★ Willow Priestess	4.00
★ Winter Sky	3.00
● Wizards' School	50

ALLIANCES

WIZARDS OF THE COAST 1996

Full Set (179 cards)	\$175.00
Booster Pack (12 cards)	4.00
Booster Box (45 packs)	150.00
Commons	15

★ Ashnod's Cylix	5.00
● Baldwin Dead	1.00
★ Baldwin Horde	14.00
★ Baldwin Trading Post	6.00
● Bounty of the Hunt	50
● Browse	2.00
● Burnout	00
★ Chaos Harlequin	3.50
● Contagion	1.25
● Deadly Insects	7.5
● Death Spark	1.00
★ Diminishing Returns	7.00
● Diseased Vermin	1.00
★ Dystopia	5.00
● Elish Bard	50
● Elish Spirit Guide	1.00
● Energy Arc	1.00
★ Exile	6.00
● False Promise	50
★ Fatal Lane	4.00
● Feast or Famine	50
● Floodwater Dam	4.00
● Force of Will	4.00
● Gargantuan Gorilla	5.00
● Gorilla Shaman	5.00
★ Gustika's Scepter	4.00
● Hai Storm	1.00

★ Heart of Yamimayo	4.50
● Heart of Obedience	13.00
○ Inheritance	1.00
● Iron Gargoyle	6.75
○ Jumper Order Advocate	50
★ Keyse	5.00
★ Keeper of Tresserham	4.00
○ Krasoran Home Guard	1.00
★ Krasoran Outpost	13.00
★ Krakkan Promer	4.00
● Krakkan Plague	1.00
★ Lake of the Dead	14.00
★ Library of Lat Nam	6.00
● Lim-Dal's Poison	1.50
● Lim-Dal's Vault	2.00
● Lodestone Boulder	5.25
● Lord of Tresserham	7.00
● Mafortone	4.00
● Mishra's Groundbreaker	50
● Misinformation	1.00
● Mystic Compass	50
● Nature's Blessing	50
● Nature's Chosen	1.00
★ Nature's Wrath	4.50
★ Ormen of Fire	5.00
★ Phantasmal Sphere	3.00
● Phelddagif	5.00
★ Phyrexian Devourer	4.50
★ Phyrexian Portal	4.50
● Pillage	3.00
● Primalve Justice	1.00
● Pyromancy	1.00
○ Repud	50
★ Ritual of the Machine	5.00
★ Rogue Skycaptain	4.50
★ Royal Decree	4.50
● Scarab of the Unseen	7.5
○ Scars of the Veteran	50
● School of the Unseen	1.00
○ Seasoned Technician	1.00
★ Sheltered Valley	5.00
● Shield Sphere	1.00
● Sol Grail	2.00
★ Soldevi Digger	6.00
★ Soldevi Excavations	7.00
★ Soldier of Fortune	1.00
● Spiny Starfish	1.00
★ Spintling Wind	2.00
★ Storm Caution	5.50
● Storm Elemental	1.00
● Stormgold Spy	1.00
● Sulfuration	1.00
● Surge of Strength	1.00
★ Sustaining Spirit	7.00
★ Sworn Defender	4.00
★ Thowing Gracers	8.00
★ Thoughtlash	4.00
★ Tidal Control	2.50
★ Tarnava	2.50
○ Unlikely Alliance	1.00
★ Urza's Engine	1.50
★ Urza's War Riders	6.00
● Visceral Drain	1.00
● Wandering Mage	4.00
★ Whirling Catapult	1.00
● Winter's Night	4.00
● Yamimayo Ants	2.00

MIRAGE

WIZARDS OF THE COAST 1996

Full Set (350 cards)	\$250.00
Starter Deck (60 cards)	9.00
Starter Box (12 decks)	90.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10

★ Abyssal Hunter	5.50
★ Acidic Dagger	3.00
★ Alitya Grove	3.50
○ Afterlife	2.00
● Aleatory	1.00
★ Amber Prison	5.50
★ Amulet of Unmaking	3.75
★ Ancestral Memories	5.00
★ Ashen Powder	4.00
★ Asmira, Holy Avenger	4.00
★ Auspicious Ancestor	3.00
● Bad River	1.50
● Barbed Folio	1.00
● Barbed-Back Wurm	1.00
★ Barraging Attack	3.00
● Basilisk Golem	1.25
★ Bazaar of Wonders	5.50
● Beating Djinn	4.50
● Blighted Shaman	7.5

● Blind Fury	7.5
○ Blinding Light	1.00
★ Bone Mask	4.00
★ Bushwagg	3.00
● Burning Palm Etreel	50
● Cadaverous Bloom	6.50
★ Canopy Dragon	6.00
★ Cannon	3.00
★ Celestial Dragon	8.00
★ Celestial Dawn	0.50
● Cerulean Wyrm	1.00
★ Chaosphere	5.00
★ Chalice Diamond	2.00
● Charat of the Sun	1.00
● Cinder Cloud	1.00
● Circle of Despair	4.00
● Consuming Ferocity	7.5
● Coral Fighters	7.5
★ Crimson Malleate	10.50
● Curse, Pt.	1.00
● Crypt Cobra	50
● Crystal Golem	1.00
● Crystal Jew	1.00
● Cursed Totem	5.00
★ Cycle of Life	3.50
★ Daring Apprentice	3.50
● Decomposition	1.00



TOP 10 MOST VALUABLE CARDS

3) **Wrath of God**

"Bring out your dead! Bring out your dead!"

Rest assured that all your opponent's little buddies will be more than mostly dead once you play this. Of course, he may hate you for the rest of eternity, but that's a risk you're going to have to take.

● Deinum	1.00
● Disorient Spirit	4.50
● Disrupt	2.50
● Divine Reimbuition	3.50
● Dread Spawter	1.00
● Dwarven Miner	1.50
★ Early Harvest	4.00
● Elixir of Vitality	1.00
● Embalm the Dead	3.50
★ Embalm the Djinn	5.00
● Energy Bolt	4.50
★ Energy Vortex	5.00
○ Enlightened Tutor	2.50
● Ersatz Gnomes	1.00
● Ether Wall	1.00
★ Ethereal Champion	3.75
● Fallow Earth	1.00
○ Favorable Destiny	5.00
● Famed Archers	1.00
★ Final Fortune	9.00
● Fire Diamond	2.00
● Flame Elemental	1.00
★ Flash	3.75
● Flood Plain	1.00
● Floodgates	1.00
● Fogwing	1.00
★ Forbidden Crypt	5.00
★ Forsaken Wastes	6.50
● Frantic Etreel	4.50
● Goblin Scouts	1.00
● Goblin Southsayer	50
● Grasslands	1.00
● Grim Feast	4.50
★ Grimacing Totem	10.00
★ Hakan, Loreweaver	4.00
★ Hall of Gemstone	5.00
★ Hammer of Bogardan	14.00
★ Harbinger of Night	4.00
● Harbor Guardian	1.00

● Harbortan Etreel	1.00
● Haunting Apparition	1.00
● Hazeder Duke	1.00
★ Haze of the Spire	4.50
● Hombite Hordes	50
● Hymnous Golem	1.00
★ Illithi Archon	5.00
○ Illumination	50
★ Inevitable Conflict	4.00
○ Iron Tusk Elephant	1.00
● Jabari's Influence	4.00
★ Jungle Patrol	3.50
● Jungle Troll	1.00
● Koavrek's Hex	1.00
● Koavrek's Purga	1.00
● Koroa Teerak	1.00
★ Kulkemssa Pirates	3.50
● Lead Golem	1.00
● Leering Gargoyle	3.50
● Lion's Eye Diamond	4.00
● Locust Swarm	1.00
● Lore of Pray	4.50
● Malignant Growth	4.50
● Mana Prism	1.50
○ Mangora's Blessing	1.50
○ Mangora's Equity	1.50
● Mangora's Tome	5.00
● Marble Diamond	2.00
★ Maro	7.00
● Merdle	1.00
● Meressa Spirit	1.50
● Mind Bend	1.00
● Mind, Madness	1.00
★ Mindbender Spores	3.00
● Mine Shade	50
● Miners' Cage	4.00
★ Mist Dragon	7.50
● Moss Diamond	2.00
● Mountain Valley	1.00
○ Mending Griffin	1.00
● Mystical Tutor	2.50
★ Natural Balance	5.00
● Neblatooth Djinn	3.00
● Nocturnal Raven	1.00
● Null Chamber	5.50
● Painful Memories	50
● Paragon Golem	1.00
● Papyrus' Cage	4.00
● Peep Dragon	6.00
★ Phyrexian Dreadnought	7.00
● Phyrexian Purga	3.00
★ Phyrexian Tibure	3.00
● Phyrexian Vault	1.00
★ Political Tackler	5.00
★ Polymorph	5.00
★ Preferred Selection	4.50
● Prismatic Boon	50
● Prismatic Lace	3.00
★ Psychic Transfer	5.00
● Purgatory	4.00
★ Purror of Urborg	4.00
● Radiant Essence	1.00
★ Rashida Scaevone	5.00
● Ravenous Vampire	00
★ Razor Pendulum	5.00
★ Reckless Embermoga	4.00
● Reflect Damage	5.00
● Reign of Chaos	00
● Reign of Terror	1.00
● Reparaitions	5.00
● Rock Basilisk	4.00
● Rocky Tar Pit	1.00
● Roots of Life	50
★ Sacred Mesa	12.00
● Sand Golem	1.00
● Savage Twister	1.50
● Sawberk Manticores	3.50
● Sealed Fate	1.50
● Seeds of Innocence	4.00
○ Shadowbane	1.00
★ Shallow Grave	5.00
● Shauku's Mimic	1.00
★ Shauku, Endbringer	4.00
● Shimmer	5.50
● Siftor Jabari	4.00
● Sirocco	1.00
● Sky Diamond	2.00
● Snow Ecko	4.50
● Soul Bend	1.00
● Spatial Binding	1.00
★ Spectral Guardian	4.50
★ Spirit of the Night	8.00
● Stupor	1.50
● Subterranean Spirit	4.00
● Sunweb	6.00
● Superior Numbers	00
● Suq'Ata Firewalker	1.00



Disturbed Band	15
Dvorapasm	6.00
Dread of Night	1.50
Dream Cache	15
Dregs of Sorrow	5.50
Duplicity	5.00
Earthcraft	6.00
Echo Chamber	5.50
Eldorin, Lord of Leaves	7.50
Eldorin's Vineyard	7.50
Elite Javeliner	15
Elven Warbands	4.50
Elish Fury	15
Emerald Medallion	5.00
Emmess Tome	4.50
Enriled Scream	15
Energyze	5.00
Enticement	15
Engaging Lizard	1.25
Ertan's Meddling	4.00
Escaped Shapeshifter	5.50
Essence Battle	1.00
Evinar's Justice	15
Excavator	25
Extinction	4.00
Fevered Convulsions	4.50
Flesh & Souls	5.00
Fighting Drake	1.00
Firefly	1.00
Firestinger	15
Floating Drake	1.00
Flickering Ward	1.50
Flawstone Giant	15
Flawstone Salamander	75
Flawstone Sculpture	5.00
Flawstone Wyvern	4.00
Fool's Tame	4.50
Foxglove	15
Frog Tongue	15
Fugitive Druid	4.00
Furnace of Rath	7.50
Fylamant	1.25
Gallantry	1.00
Gaseous Form	15
Gerard's Battle Cry	5.00
Ghost Town	1.25
Giant Crab	15
Giant Strength	15
Goblin Bombardment	2.00
Gravedigger	15
Grindstone	7.50
Hand to Hand	4.00
Hanna's Custody	4.25
Hatred	1.00
Havoc	1.50
Heart Silver	15
Heartwood Dryad	5
Heartwood Giant	4.50
Heartwood Treefolk	1.00
Helm of Possession	7.50
Hero's Resolve	15
Horned Silver	1.50
Horned Turtle	15
Humility	6.50
Imp's Taunt	1.50
Insight	25
Interdict	1.50
Intuition	5.00
Invulnerability	1.00
Island	15
Jacket Pup	1.25
Jet Medallion	5.00
Jinxed Idol	5.50
Kezzadrix	4.00
Kindle	15
Knight of Dawn	2.00
Knight of Dusk	1.50
Kraklin	2.00
Leeching Lizard	1.25
Legacy's Ailure	1.50
Legerdemain	1.50
Light of Day	2.00
Lightning Blast	15
Lightning Elemental	15
Living Death	5.00
Lobotomy	2.50

Lotus Petal	1.50
Lowland Giant	15
Maddening Imp	4.00
Magnanimous	4.50
Magnificent Mep	5.00
Magic Severance	5.00
Magic	15
Magic Riders	15
Marble Titan	4.00
Marsh Lurker	15
Master Decey	15
Mawica	4.00
Maze of Shadows	1.50
Medallion	10.00
Melodic Saver	15
Mindwarp Sliver	1.25
Minion of the Wastes	5.00
Miraculous	5.00
Mnemonic Silver	1.00
Mogg Cannon	75
Mogg Concepts	15
Mogg Fanatic	15
Mogg Hollows	1.25
Mogg Raider	15
Mogg Squad	1.00
Mongrel Pack	4.50
Mountain	15
Mounted Archers	15
Muscle Saver	15
Natural Spring	15
Nature's Revolt	6.00
Needle Storm	1.50
No Quarter	4.00
Nurturing Lizard	1.25
Opportunist	1.00
Orcic en-Vec	5.00
Orcs, Same Healer	5.00
Orc's Prayer	75
Overrun	3.50
Paladin	15
Palladium	4.00
Patchwork Gnomes	75
Peace Medallion	5.00
Pegasus Refuge	5.50
Perish	1.00
Physician Gnomes	4.00
Physician Hulk	1.00
Physician Slicer	1.25
Pincher Beetles	15
Pine Barrens	5.50
Pri Imp	15
Plams	15
Power Sink	15
Precaution	5.25
Propaganda	2.00
Puppet Strings	2.00
Quackering Lizard	1.00
Rain of Tears	1.50
Rampant Growth	15
Ranger en-Vec	1.50
Rath Dragon	12.00
Rats of Rath	15
Reality Anchor	15
Reanimate	5.00
Reap	1.00
Reckless Spite	1.00
Recycle	6.00
Reflecting Pool	10.00
Renegade Warlord	1.25
Repentance	2.00
Revitalize	15
Rolling Thunder	15
Root Haze	5.00
Rootbreaker Wurm	15
Rootwalla	15
Rootwater Depths	1.25
Rootwater Dive	1.00
Rootwater Hunter	15
Rootwater March	5.00
Rootwater Spout	3.75
Ruby Medallion	5.00
Sacred Guide	4.00
Sadistic Glee	15
Safeguard	4.00
Salt Flats	5.00
Sandstone Warrior	15
Sapphire Medallion	6.00
Sarcophony	4.00
Scabland	5.00
Scalding Tongues	5.00
Scorched Earth	4.50
Scragmox	2.50
Screaching Harpy	75
Scroll Rack	7.00
Sea Monster	15
Searing Touch	1.00
Seeker of Skybrook	15

Segmented Worm	1.25
Setena, Dark Angel	6.00
Serene Offering	1.25
Servant of Wrath	15
Shattered Rift	15
Shadowstorm	1.00
Shatter	15
Shimmering Wings	15
Shocker	7.00
Sky Spirit	1.50
Skyshroud Condor	1.00
Skyshroud Elf	5
Skyshroud Forest	5.50
Skyshroud Ranger	15
Skyshroud Troll	15
Skyshroud Vampire	1.25
Soliman Crusader	1.00
Soliman Emulous	5.00
Soliman Foot Soldier	15
Soliman Guerrillas	5.00
Soliman Lancer	15
Soliman Monk	1.25
Soliman Priest	1.25
Soliman Trooper	15
Souldrinker	1.25
Spell Blast	15



TOP 10 HOTTEST CARDS

1) Cursed Scroll
Talk about a potent card. Keep one card in your hand to smack the hobbit snot out of your opponent of wit. Or, if you're so inclined, smack around his creatures instead. Maybe this is why nobody can seem to knock the Scroll out of the number one slot.

Spike Drone	15
Spirit Guide	15
Spirit Hero	5.50
Spontaneous Combustion	1.50
Squeeze Tea	15
Stalking Stones	1.50
Stalwart of Rath	4.00
Stone Orb	6.00
Staunch Defenders	1.00
Steadfast Enchantment	2.00
Stinging Lizard	1.00
Stone Rain	15
Storm Front	75
Stun	15
Sudden Impact	2.00
Swamp	15
Tannath's Rage	1.00
Talon Sliver	15
Talithopter	75
Thalokos Dreamweaver	1.25
Thalokos Lowlands	1.25
Thalokos Madfolk	15
Thalokos Seer	15
Thalokos Sentry	15
Thumbscrews	4.00
Time Ebb	15
Time Warp	15.00
Tooth and Claw	4.00
Torture Chamber	4.00
Treadwind Rider	6.00
Trained Amazon	15
Tranquility	15
Trumpeting Amazon	1.00
Twitche	5
Unstable Shapeshifter	5.00
Ves. Franchising	75
Verdant Force	6.50
Verdigris	75
Whispering	6.00
Whorl's Curse	15

Wall of Diffusion	15
Warpath	2.00
Wasland	3.50
Waveclad	1.25
Whim of Youth	5.00
Whispers of the Muse	2.00
Wild Wurm	1.25
Wind Dancer	1.75
Wind Drake	15
Winds of Rath	6.00
Winged Sliver	15
Winter's Grasp	75
Wood Sage	4.00
Worthy Cause	1.00

STRONGHOLD

WIZARD OF THE COAST 998
Full Set (143 cards) 150.00
Starter Deck (60 cards) 8.95
Starter Box (2 decks) 90.00
Booster Pack (15 cards) 3.00
Booster Box (36 packs) 90.00

Acidic Sliver	1.50
Amok	3.00
Awakening	4.00
Barrage	15
Battlemist Pit	1.50
Brawl with Death	15
Bullrush	1.00
Burgeoning	5.00
Cairning Card	1.00
Canibalize	15
Compassion	5.00
Change of Heart	15
Cloud Spirit	15
Constant Whists	1.50
Contemplation	1.00
Contempt	15
Conviction	15
Convulsing Lizard	1.00
Corrupting Lizard	1.00
Crovan Giant	15
Crossbow Ambush	15
Crovan the Cursed	4.00
Crystalline Sliver	2.00
Dauthi Tapper	1.00
Death Shrike	15
Dream Halls	5.00
Dream Prowler	15
Dun-Clawer	15
Dungeon Shade	15
Elder-Rite	1.50
Endangered Amazon	15
Encouraging Bridge	9.00
Evolution	4.00
Fanning the Flames	2.50
Flaming Wave	2.00
Flang	15
Flawstone Blade	15
Flawstone Hellion	1.00
Flawstone Mauler	4.00
Flawstone Shambler	15
Foul Imp	15
Furnace Spitter	15
Gliding Lizard	1.00
Grove Pact	6.00
Hammerhead Shark	15
Heartstone	1.50
Heat of Battle	1.50
Hermit Druid	4.00
Hesitation	1.50
Hibernation Sliver	1.00
Hidden Retreat	4.00
Honor Guard	15
Horn of Greed	5.00
Imprisoned Anam	1.00
Imprisoned Anam	4.00
Invasion Plans	4.00
Jinxed Ring	3.00
Lab Rats	15
Lancers en-Kor	1.00
Leap	15
Lowland Basilisk	15
Magma Leak	15
Mask of the Mimic	1.50
Melagram	2.00
Mind Games	15
Mind Peel	1.50
Mindwarper	4.00
Mob Justice	15
Mogg Bombers	15
Mogg Frontiers	15
Mogg Infestation	5.00
Mogg Marauder	2.00
Morgue Thrull	15



ARTIFACT ■ BLACK ■ BLUE ■ GOLD ■ GREEN ■ RED □ WHITE ■ LAND
■ COMMON ● UNCOMMON ★ RARE

★ Martyr	3.00
★ Max Diamond	20.00
■ Mule	.15
□ Nomads en-Kor	.15
■ Overgrowth	.15
★ Particulis	5.00
● Primal Rage	1.00
■ Provake	.75
☆ Pursuit of Knowledge	8.00
■ Rabid Rats	.15
● Ransack	1.00
● Rebound	3.50
★ Ruins of Power	4.00
★ Revanant	5.00
☆ Rolling Stones	6.00
★ Ruination	6.00
☆ Sacred Ground	4.00
□ Samite Blessing	.25
○ Scapegoat	1.00
■ Seething Anger	.25
■ Serpent Warrior	.25
☆ Shaman en-Kor	4.00
★ Shard Phoenix	6.00
● Shifting Wall	1.50
■ Shock	.50
■ Silt	.50
★ Silver Wyvern	5.00
★ Skeleton Scavengers	4.00
■ Skyskroud Archer	.25
□ Skyskroud Falcon	.25
■ Skyskroud Troopers	.25
★ Silver Queen	10.00
□ Smith	.50
☆ Solari Champion	5.00
★ Spike Breeder	3.00
■ Spike Colony	.15
● Spike Feeder	.50
● Spike Soldier	1.00
■ Spike Worker	.25
■ Spindrift Drake	.25
■ Spined Sliver	1.00
■ Spined Wurm	.25
□ Spirit en-Kor	.25
★ Spitting Hydra	4.00
★ Stronghold Assassin	5.00
● Stronghold Taskmaster	1.00
★ Sword of the Chosen	3.00
○ Temper	2.00
● Tempting Laid	1.00
★ Thalokos Deceiver	4.00
■ Tidal Surge	.25
■ Tida Warrior	.25
■ Torment	.25
■ Tortured Existence	.25
□ Venerable Monk	.25
★ Verdant Touch	4.00
■ Victual Sliver	1.50
★ Vairath's Gardens	3.00
★ Vairath's Laboratory	4.00
★ Vairath's Shapeshifter	5.00
★ Vairath's Stronghold	6.00
● Walking Dream	1.00
● Wall of Blossoms	1.00
○ Wall of Essence	1.50
● Wall of Razors	1.00
● Wall of Souls	1.50
● Wall of Tears	1.00
☆ Warrior Angel	6.00
○ Warrior en-Kor	1.00
□ Youthful Knight	.25

PROMOTIONAL CARDS

★ Arena	7.50
★ Giant Badger	7.50
★ Mana Crypt	25.00
★ Nathra Dragon	5.00
★ Sewars of Estark	5.00
★ Windsaker Centaur	5.00

PORTAL

WIZARDS OF THE COAST 1997	
Full Set (215 cards)	350.00
Starter Deck (86 cards)	59.00
Starter Box (12 decks)	90.00
Booster Pack (16 cards)	3.00
Booster Box (36 packs)	90.00
Commons	10
Uncommons	50

☆ Anabaster Dragon	5.50
★ Alluring Scent	3.00
★ Ancestral Mammies	5.00
☆ Archangel	8.00
☆ Armageddon	10.00
★ Balance of Power	4.50

☆ Blessed Reversal	4.00
☆ Blinding Light	3.00
★ Capricious Szeerer	2.00
★ Charming Rhino	2.50
★ Cloud Dragon	3.50
★ Cruel Bargain	3.00
★ Cruel Fate	5.00
★ Cruel Tutor	5.00
☆ Devastation	6.00
☆ Dion of the Lamp	5.00
★ Dread Charge	4.00
★ Dread Reaper	4.00
★ Earthquake	5.00
★ Ebon Dragon	6.00
★ Endless Cockroaches	2.00
★ Exhaustion	2.00
★ Final Strike	5.00
★ Fire Dragon	7.50
★ Fire Tempest	4.00
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FACTORY SETS

M.T.G. Beta Factory Set (363 cards) \$200.00
This set is known as the "Domestic Edition." Cards have square borders with gold trim. Backs also have the words "Collectors' Edition" in gold letters. These cards are not tournament legal. 10,000 printed.

M.T.G. Beta International Factory Set (363 cards) \$225.00
Known as the "International Edition," this set is the same as above except the cards have "International Collectors' Edition" on them. Cards are also not tournament legal. 5,000 printed.

M.T.G. Pro Tour Collector Set \$100.00
This set contains the eight top decks from the NYC tournament in a special slipcase. There are 720 cards in total. 20,000 printed.



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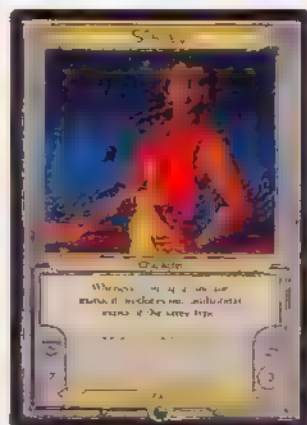
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Piric	C	10
Pony Express	C	10
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Prof. Simon Franklin	C	10
Quickdraw	C	10
Rachel Summer	R	3.00
Road	C	10
Ray Gun	R	3.00
Reed	C	0
Robert Holmes	C	0
Rock Ridge Mine	P	2.50
Rocks - Pink	R	2.50
Ruin Duffa Town	C	10
Sara's Gemstone Store	C	10
San Simeon Mine	C	10
Sandra Harris	R	2.50
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Schoolhouse	C	10
Scrappyard	R	3.00
Shortcut	R	2.50
Silas Pearock	C	10
Snake Eyes	R	3.00
Spike Dodson	R	3.00
Spir of Kentucky Shaft	C	10
St. Martin's Chapel	R	2.50
Still	R	2.50
Sun in Yer Eyes	C	10
Sweaty Dynamite	C	10
Tea Chan "T.C."	C	10
The 1st Band of Geronimo	R	2.50
The Aligh Canal	C	10
The Blackhoks	D	50
The Callahan	D	50
The Courthouse	R	2.50
The Desert Rose Lodge	C	0
The Fair Comes to Town	R	2.00
The General's Luck	R	3.00
The Joker	R	5.00
The Law Dogs	D	1.50
The Sabon	R	2.50
The Slaughterhouse	C	0
The Tree	P	2.00
The Undertaker's	C	120
Tombstone Dispatch Branch Office	C	10
Town Hall	P	3.00
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Warrior	C	0
Whimster Brie	C	10
Whishing Well	C	0
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Full Set (484 cards)	\$325.00
Starter Deck (60 cards)	10.00
Starter Box (10 decks)	95.00
Booster Pack (5 cards)	3.50
Booster Box (36 packs)	100.00
Unlisted Common cards	20
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Unlisted Common characters	25
Unlisted Uncommon cards	75
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Priority denotes promo.

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Booster Pack (36 packs)	80.00	
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Unlisted Common Personnel cards	50	
Unlisted Uncommon cards	75	
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Full Set (363 cards)	\$650.00
Starter Deck (60 cards)	15.00
Starter Box (12 decks)	135.00
Booster Pack (15 cards)	6.00
Booster Box (36 packs)	175.00
Cards are black-bordered	
Single cards are worth 30 to 40 more than unlisted equivalents	

ALTERNATE UNIVERSE EXPANSION

Full Set (122 cards, not including "Future Enterprise")	\$135.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	80.00
Unlisted Common cards	10
Unlisted Common Personnel cards	25
Unlisted Uncommon cards	75
Unlisted Rare cards	3.00

Bastionoff - Rasmussen	R	5.00
Beverly - Picard	R	9.00
Bruce - Force	R	4.00
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Cybernetic	R	5.00
Data - Head	R	6.00
Data - Head	R	4.50
FGC - 17 - Present	R	4.50
Future Enterprise	UR	72.50
Gandhi	R	5.00
Geometric - Wort	R	7.00
Jon - Andrew - Troi	R	5.00
Kennel - Gateway	R	5.50
Lokana	J	0.00
Lore - Picard	U	1.00
Morgan - Picard	R	5.50
Opinion - Gene	R	5.00
Reunion	R	1.50
Samuel - Clemens - Pocketwatch	R	5.00
Tasha - Picard	R	8.00
U.S.S. Enterprise-C	R	15.00

2 CONTINUUM EXPANSION

Full Set (21 cards)	\$100.00
Booster Pack (15 cards)	3.00
Booster Box (36 packs)	85.00
Common cards	15
Uncommon Cards	75
Unlisted Rare Cards	4.50

Abiliter of Succession	R	5.00
Bard - T. Troi	R	7.50
Canal	R	5.50
Dart - Body	R	3.50
Doppelganger	R	5.00
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INQUEST PLAYERS GUIDE

HANDBOOK

WHAT YOU NEED TO KNOW ABOUT THE INQUEST PLAYERS GUIDE

The *InQuest* Players Guide is meant to serve as an aid in playing collectible card games. Every month, you'll find the most extensive card descriptions available for *Magic: The Gathering*, along with power ratings for every single card.

THIS MONTH:



SAMPLE LISTING

Keeper of Kookus	SC	C	••	•	VS
• Protection from red until end of turn. 1/1.					
Keldon Warlord	SC	U	••	••••	L,U,R,4th,5th
* is the number of non-wall creatures in play on your side. */*					
Kird Ape	SC	C	•••••	•	AN,R
Gains +1/+2 if you have at least one forest in play. 1/1.					
Kobold Drill Sergeant	SC	U	•	••	LG
Give all your Kobolds +0/+1 and trample 1/2					
Kobold Overlord	SC	R	•	••	LG
First strike. Give all your Kobolds first strike. 1/2					
Kobolds of Kher Keep	SC	C	•	•	LG
0/1.					
Kobold Taskmaster	SC	U	•	••	LG
Give all your Kobolds +1/+0 1/2					

Kird Ape is a common creature that has a five power rating and its casting cost is one red mana. It's available in *Arabian Nights* and *Revised*. Its power/toughness is 1/1 and it gains +1/+2 if you control any forests (monkeys like trees). Also, it's banned in the Extended tournament format. How do we know all that? Because our lord Saddam Hussein told us. No, no, just kidding. We know all that cool stuff because we've read all the cool reference charts in the following players guide pages. Saddam had next to nothing to do with it. Just so you know: restricted cards are limited to one per deck in tournaments. And banned cards, well, are a no-no for tournaments.

POWER RATINGS

Trying to figure out which cards to put into your tournament deck? After playing *Magic* for hours on end, we've rated every single card. So if you're trying to figure out whether or not a card is going to make your deck competitive, check out our power ratings.

Five Stars. The best of the best. In order for a card to earn a five-star rating it has to be incredibly useful in just about any deck of the appropriate color. These are the cards you see time and again in tournaments.

Four Stars. Don't get us wrong...some cards can be great without being the best. There are a lot of useful cards that you don't want to use all the time. Necropotence is a great card, but it only works in a couple of types of decks.

Three Stars. Smack dab in the the middle, these are the good solid cards that can be very useful in casual play, but are often too expensive or too limiting to be put to really good use in most tournament decks.

Two Stars. These cards have their uses, but they're generally only put into decks when the set they're in first comes out, when they're part of a deck with a funky theme or when they're used for fun in casual play.

One Star. The cream of the crap, these are the cards that few people see if they have any goal of winning. Use these cards and you're begging to be nicknamed Eugene T. Budley.

Unapplicable. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.



SET ABBREVIATIONS

AI.....	Aliances	L.....	Limited (Alpha & Beta)
AQ.....	Antiquities	LG.....	Legends
AN.....	Arabian Nights	MG.....	Mirage
B.....	Beta Limited	PR.....	Promo
CH.....	Chronicles	R.....	Revised
DK.....	The Dark	SH.....	Stronghold
FE.....	Fallen Empires	TM.....	Tempest
5th.....	Fifth Edition	U.....	Unlimited
4th.....	Fourth Edition	VS.....	Visions
HL.....	Homelands	WL.....	Weatherlight
IA.....	Ice Age		

MAGIC

The Gathering[®]

players guide



CARD DESCRIPTION

- A** — Card Name
- B** — Kind: Summon Djinn means die Juzam is a creature of the genus "Djinn"
- C** — Description: The description of exactly what the card can do.
- D** — Flavor Text: A funny or informative quote
- E** — Artist
- F** — Casting Cost: Mr. Juzam costs two black and two generic mana to summon into play
- G** — Expansion Symbol: This tells you what set the card belongs to, in this case, the samitar means he's from the *Arabian Nights* set
- H** — Power/Toughness: Only for creatures

Name Kind CR Rating Cost Sets Found

ARTIFACTS

Acidic Dagger ART R 1 ** 2 1 ☛ Destroy a non-will creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger.	IG
Admiral's Sentinal AC U ** 1 ☛ 0/1 until end of turn. 3/3.	WA
Aegis of the Meek ART R ** 1 ☛ Give a 1/1 creature +1/+2 until end of turn.	WA
Acolyte ART R ** 1 ☛ Sacrifice Acolyte: Do 2 damage to any target.	FE
Aashir Gilder AC C ** Flying. Cannot be assigned to block. 2/1.	AI
Alabaster Carpet ART R ** 1 ☛ Prevent all damage to you from attacking non-flying creatures.	LG
Abaddon's Lamp ART U ** ☛ Instead of drawing a card, draw X cards but take only one into your hand. Shuffle the rest and put them at the bottom of your library.	AH, R, 4th
Abaddon's Ring ART U ** ☛ Do 4 damage to any target.	AH, R, 4th, 5th
Alchor's Tomb ART R ** 2 ☛ Change the color of target permanent you control.	IG
Alter of Damantia ART R ** Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.	EM
Amber Prison ART P ** You may weave Prison tapped. ☛ Tap target artifact, creature or land as long as Prison is tapped, target does not untap as normal.	IG
Amulet of Kroeg ART C ** 2 ☛ Prevent 1 damage to any target.	AQ, 4th, 5th
Amulet of Quoz ART P ** 3 ☛ Sacrifice Amulet and flip a coin. If you win the flip, target opponent loses the game. Otherwise, you lose the game. Use only during upkeep. Opponent may ante another card to counter this effect.	A
Amulet of Unmaking ART R ** 3 ☛ Remove Amulet of Unmaking from the game. Remove target artifact, creature or land from the game. Play this ability as a sorcery.	MG
Ankh of Mishra ART R ** Whenever a player puts a land into play, Ankh deals 2 damage to him.	LU, R, 4th, 5th
Avail of Bogardan ART R ** Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.	VS
Apocalypse Chime ART R ** 2 ☛ All cards in play from the Dominian expansion are buried.	NL
Arcum's Slough ART U ** ☛ Target attacking creature does not tap. You may only use this ability if defending player controls snow-covered lands.	WA
Arcum's Weatherwane ART U ** ☛ Turn a snow-covered land into a non-snow-covered land.	WA
Arcum's Whistle ART U ** ☛ Target non-will creature must attack to be destroyed at end of turn. Its creature's controller may counter this effect by paying 2, where 2 is the creature's casting cost. Play during opponent's turn.	A
Arms of the Ancestors ART R ** Legends do not untap normally. If untapped, they add a counter during your upkeep. At the end of your upkeep, do 1 damage to each player for each counter on Clock. Anyone may spend 2 during any upkeep to remove a counter.	LG, CH
Ashnod's Altar ART C ** ☛ Sacrifice one of your creatures in play: Add 2 to your mana pool.	AQ, CH, 5th
Ashnod's Battle Gear ART U ** ☛ Target creature you control gets +2/+2. You may have Gear tapped.	AQ, 4th
Ashnod's Cylix ART R ** ☛ Target player looks at the top three cards of his library and puts one of them on top of his library. Remove the remaining two from game.	A

Name Kind CR Rating Cost Sets Found

Ashnod's Transmogrifier ART C ** ☛ Sacrifice: Turn non-artifact creature into an artifact creature with +1/+1.	AQ, CH, 5th
Ashnoble ART C ** 4 ☛ Sacrifice: Add two mana of any one color to your pool. Counter.	AI
Balm of Restoration ART R ** 1 ☛ Sacrifice: Gain 2 life or prevent up to 2 damage to any target.	H
Barbed Sextant ART R ** ☛ Sacrifice: Add one mana of any color to your mana pool. Cost.	IA, 5th
Barf's Caps ART R ** 3 ☛ Target creature does not untap during its controller's next untap phase.	DK, CH, 5th
Basali Golem AC R ** Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.	IG
Basali Moonolith ART U ** ☛ Add 3 to your mana pool. Can only be untapped by spending.	LU, P
Baton of Marek ART U ** 2 ☛ Give target creature bonding until end of turn.	WA
Battering Ram ART C ** ☛ Cannot be blocked by artifact creatures. Whenever Golem is blocked, bury the blocker at end of combat and put a Stone token into play. This token is a 0/2 artifact creature that counts as a wall. 2/4.	AQ, 4th, 5th
Black Lotus ART R **** ☛ Sacrifice: Add 3 mana of any one color to your mana pool.	LU
Black Mana Battery ART R ** 2 ☛ Put a counter on Black Mana Battery. ☛ Add 2 to your mana pool. Add an additional 2 for each counter you remove.	LG, 4th
Black Vise ART U **** At the end of his upkeep, target opponent takes 1 damage for each card ever lost in his hand.	LU, R, 4th
Blue Mana Battery ART R ** 2 ☛ Put a counter on Blue Mana Battery. ☛ Add 2 to your mana pool. Add an additional 2 for each counter you remove.	LG, 4th
Bone Flute ART U ** 2 ☛ Give all creatures -1/0 until end of turn.	DK
Bone Mask ART R ** 2 ☛ Prevent all damage to you from any one source. For each 1 damage prevented, remove the top card of your library from the game.	NIG
Booby Trap ART R ** When Booby Trap comes into play, name a card other than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Sacrifice Booby Trap and deals 10 damage to that player. Huh. Huh. Booby.	TM
Book of Rass ART R ** 2 ☛ Pay 2 life: Draw a card.	DK, CH
Bosum Strip ART R **** 3 ☛ Until end of turn, if at any time the top card in your graveyard is on top of your library, you may pay 2 to move the card from the graveyard to your hand. If you do so, remove the card from the game.	WI
Bottle Gnomes AC U ** ☛ Sacrifice Bottle Gnomes: Gain 3 life. 1/2.	TM
Bottle of Submission ART R ** ☛ Sacrifice: Flip a coin. If opponent wins, you take 5 damage. Otherwise, you get a Djinn token, a 5/5 flying artifact creature.	AH, R, 4th, 5th
Brass Man AC U ** 1 ☛ Brass Man: Use only during upkeep.	IG, R, 4th
Brass Taton Chimeras AC R ** 1 ☛ Brass Taton Chimeras: Put 2 on target creature and that creature gains first strike permanently. 2/2.	VS
Bronze Horse AC R ** 1 ☛ If you control an additional creature, all damage done to Bronze Horse by spells targeting it is reduced to 0. 4/4.	LG, CH
Bronze Tablet ART R ** ☛ Remove target permanent opponent controls and Bronze Tablet from game. You may only target card, and your opponent owns Tablet. Opponent may counter this effect by paying 2. If at all costs to be used.	AQ, 4th

Name Kind CR Rating Cost Sets Found

Bubble Matrix ART P ** ☛ damage dealt to creatures is reduced to 0.	WL
Barwhip ART U ** 2 ☛ Do 1 damage to target creature. That creature attacks this turn if able.	SH
Condelabra of Tavnos ART R **** ☛ Untap X separate lands.	1 AQ
Celestial Prism ART U ** ☛ Add 1 mana of any color to your mana pool.	L, J, R, 4th
Celestial Sword ART R ** ☛ Give a creature you control +3/+3. Bury creature at end of turn.	A
Chaos Orb ART R ** 1 ☛ Flip Orb from height of one foot. If it rotates 360°, Chaos Orb and one of 1 things on it is touching are destroyed.	J
Charm of Dissension ART U ** ☛ Add 2 to your mana pool.	MG
Chariot of the Sun ART U ** ☛ Target creature you control gains flying and has its toughness reduced to 1 until end of turn. Not to be confused with Chariot of Fire.	MG
Chimeric Sphere ART U ** ☛ Until end of turn, Sphere is a 2/1 artifact creature with flying. ☛ Until end of turn, Sphere is a 3/2 artifact creature without flying.	WL
City in a Bottle ART R ** ☛ Cards from <i>Arabian Nights</i> are buried. No AH cards can be played.	AH
Clay Statue AC C ** 2 ☛ Regenerate. 3/1.	AQ, 4th, 5th
Clockwork Avion AC R ** Flying. Put four +1/+0 counters on Avion. At the end of any combat in which Avion attacks or blocks, remove a counter. ☛ Add X counters to Avion (maximum four counters). Use only during upkeep. 0/4.	AQ, 4th, 5th
Clockwork Beast AC R ** Put seven +1/+0 counters on Beast. At the end of any combat in which Beast attacks or blocks, remove a counter. ☛ Add X counters to Beast (maximum seven counters). Use only during upkeep. 0/4.	L, J, R, 4th, 5th
Clockwork Gnomes AC C ** ☛ Regenerate target artifact creature. 2/2.	"
Clockwork Stead AC C ** Cannot be blocked by artifact creatures. Put 4 +1/+0 counters on Stead. At the end of any combat in which Stead attacks or blocks, remove a counter. ☛ Add X counters to Stead (maximum four counters). 0/3.	HL, 5th
Clockwork Swarm AC C ** Cannot be blocked by walls. Put four +1/+0 counters on Swarm. At the end of any combat in which Swarm attacks or blocks, remove one counter. ☛ Add X counters to Swarm (maximum four counters). 0/3.	HL
Cold Golem AC U ** 3 ☛ Sacrifice Golem: Add 2 to your mana pool. 3/3.	DK
Cold Tesseract AC C ** First strike. 2/1.	TA
Cold Storage ART P ** 3 ☛ Put target creature you control on Cold Storage. Sacrifice Cold Storage: Put target creature in your hand.	TM
Colossus of Sardia AC R ** Tremble. Does not untap. ☛ Untap Colossus during your upkeep. 9/9.	AQ, 4th, 5th
Cornuc Horn ART R ** ☛ Sacrifice Cornuc Horn: Draw 2 cards. Place any single card from your hand back on top of your library.	FE
Copperplate ART U ** ☛ Prevent up to 2 damage to you.	U, R, 4th
Copper Tablet ART U ** Each player takes 1 damage during his upkeep.	LU
Coral Halo ART R ** 3 ☛ Discard a card at random. Give target creature +2/+2 until end of turn.	AQ, 4th, 5th
Crown of the Ages ART R ** 4 ☛ Switch target enchantment from one creature to another. This enchantment's controller does not change. Treat enchantment as if just cast.	A, 5th
Crystal Golem AC U ** At the end of your turn Crystal Golem phases out. 3/3.	MG
Crystal Rod ART U ** 1 ☛ Gain 1 life for any blue spell cast. Cost only give 1 life per spell.	LU, R, 4th, 5th
Cursed Rack ART U **** ☛ Opponent must discard 4 cards during discard phase.	AQ, 4th
Cursed Scroll ART R **** 3 ☛ Have a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.	TM
Cursed Totem ART R ** Player's control any creature abilities requiring an activation cost.	MG
Cyclopan Tomb ART R ** 2 ☛ Turn target land into a swamp. If Tomb leaves play, each turn one land transformed by Cyclopan Tomb (your choice) returns to normal.	LU
Dancing Samba AC R ** Flying. 1/5.	AH, R, 4th, 5th
Dark Sphere ART U ** ☛ Sacrifice Sphere: prevent half of the damage done to you by a single source. rounded down.	DK
Deity's Cone ART U ** ☛ Sacrifice Cone: If target creature you control attacks and isn't blocked, it deals no damage and you gain life equal to its power.	FE
Deity's Cube ART R ** 2 ☛ If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn. Instead put a cube counter on Deity's Cube. Pay 2 and remove a cube counter to regenerate target creature.	FE
Despotic Scapler ART R ** ☛ Bury target permanent you own. No really, that's what this card does.	IA
Diabolic Machine AC U ** 3 ☛ Regenerate. 4/4.	DK, 4th, 5th
Diamond Kaleidoscope ART R ** ☛ Put a Prism token into play. Treat as a 0/1 artifact creature. Sacrifice a Prism token. Add one mana of any color to your mana pool.	VS
Origionoid ART R ** 3 ☛ Take a Mantauro from your hand and put it directly into play.	HL
Dingus Egg ART R ** Whenever a land is destroyed, its controller takes 2 damage.	L, U, R, 4th, 5th
Dingus Staff ART U ** Whenever a creature is put into any graveyard from play, Dingus Staff deals 2 damage to that creature's controller.	WL
Disrupting Scapler ART R **** ☛ Opponent must discard 1 card of his choice. Play as a sorcery.	J, U, R, 4th, 5th
Dractonian Lylix ART R ** 2 ☛ Discard a card at random. Regenerate target creature.	FE

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Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Dragon Engine 2 \rightarrow C until end of turn 3 \rightarrow C until end of turn	XC		***	3	AQ, R, 4th, 5th	Helm of Possession 1 \rightarrow Summon a creature. Can't control a target creature as long as you have Helm of Possession and Helm of Possession remains tapped	ART	P	***	4	TM	Jeweled Amulet 1 \rightarrow Place a charge counter on Jeweled Amulet, noting what type of mana was used. You may not use this ability if there is a charge counter on Jeweled Amulet. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	R	**	3	7th
Dragon Mask 3 \rightarrow Target creature you control gets +2/+2 until end of turn. At end of turn, that creature is in your graveyard if its owner's hand is empty	ART	P	***	3	YS	Hexagram of Protection 1 \rightarrow Untap one of your attackers. Use this ability only when a red spell is successfully cast and only once for each spell cast	ART	L	*	2	1A	Jeweled Bird 1 \rightarrow Exchange Bird for your ante. Costs go to your graveyard. Draw a card	ART	R	**	3	AH, CH
Ebony Horse 2 \rightarrow Untap one of your attackers. T not higher than it never attacked	ART	R	**	3	A, R, 4th	Horn of Desecration 1 \rightarrow Target creature deals no damage in combat this turn	ART	R	***	4	5th, 6th	Sacred Idol 1 \rightarrow During your upkeep, sacred idol deals 2 damage to you. Sacrifice a creature. Target opponent gains control of sacred idol permanently	ART	R	**	2	11A
Ebony Rhino 1 \rightarrow Untap one of your attackers. T not higher than it never attacked	AC	C	**	7	HL	Horn of Greed 1 \rightarrow Any player plays a card, that player draws a card	ART	R	***	3	SH	Sacred Ring 1 \rightarrow Whenever any card is put into your graveyard from play, ring deals 1 damage to you. Sacrifice a creature. Target opponent gains control of ring permanently	ART	R	**	2	5th
Echo Chamber 1 \rightarrow Opponent chooses a creature to attack. Put it taken creature into play, and then it is as if that creature's creature card was summoned successfully. At end of turn, remove taken creature from game. Play as a sorcery	ART	R	**	3	7th	Horned Cannon 1 \rightarrow Put a Hound token into play. Treat this token as a 1/1 combat creature with this creature's abilities, but with summoning sickness. At end of turn, destroy the token	ART	L	**	4	5th	Javelin's Look 1 \rightarrow Target creature can only be blocked by walls until end of turn	ART	R	**	6	11, 5th
Elbow of Vitality 1 \rightarrow Put a Hound token into play. Treat this token as a 1/1 combat creature with this creature's abilities, but with summoning sickness. At end of turn, destroy the token	ART	R	**	3	A, R, 4th	Horrible Hordes 2 \rightarrow Reveal the target creature. Destroy it	ART	L	**	3	11G	Juggernaut 1 \rightarrow Whenever you attack each turn if possible. Can't be blocked by walls. 5/3	AC	L	****	4	LU, R
Elton Barkle 1 \rightarrow Place the top card of your library face up in front of you. You may play that card as though you were its owner. If you do not play it by your next upkeep, remove it from the game	ART	R	**	3	11, 5th	Howling Mine 1 \rightarrow Player's draw phase. If player draws an additional card	ART	P	****	3	LU, R, 4th, 5th	Juju Bubble 1 \rightarrow If you play a card, bury Bubble. 2 Gain 1 life	ART	L	**	3	VS
Even Lye 1 \rightarrow Sacrifice lye. Target creature gets +2/+2 until end of turn	ART	P	**	2	FE	Ice Controller 1 \rightarrow Put a snowflake counter on this creature. Put X snowflake counters on this creature. If there are no charge counters on it, put X snowflake counters on it. At the beginning of your upkeep, remove snowflake counters until mana of the appropriate type is available to pay the cost of the snowflake counter. The mana can only be used to cast spells or to pay the cost of a spell	ART	P	**	4	UA	Knowledge Vault 1 \rightarrow Place top card from your library into your Vault. Sacrifice you. You lose control of your entire hand, replacing it with the cards under it	ART	R	**	2	1G
Emerald Medallion 1 \rightarrow Put a charge counter on Emerald Medallion. You may not use this ability if there is a charge counter on Emerald Medallion. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	2	TM	Ice Manipulator 1 \rightarrow Tap target land, create a snowflake counter on it	ART	P	****	4	LU, UA	Knowledge Well 1 \rightarrow Put a charge counter on Knowledge Well. You may not use this ability if there is a charge counter on Knowledge Well. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	R	**	2	1G
Emerald Tome 1 \rightarrow Draw two cards, then choose any one to cast	ART	P	**	4	TM	Illusionary Mask 1 \rightarrow Summon a creature face down. You may add X to the cost to hide the creature's true cost. The hidden creature does damage, taps, or takes damage from combat as though it were a creature of the appropriate type	ART	P	***	2	LL	Land-Belly Chimeras 1 \rightarrow Put a charge counter on Land-Belly Chimeras. Put a +2/+2 counter on target creature. Remove a counter permanently. 2/2	AC	L	**	3	VS
Emergencer 1 \rightarrow Put a charge counter on Emergencer. You may not use this ability if there is a charge counter on Emergencer. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	AC	R	**	4	TM	Implements of Sacrifice 1 \rightarrow Add 2 mana of any one color to your mana pool	ART	R	***	2	FE	Land-Golem 1 \rightarrow Summon a land creature. Use this ability only when a blue spell is cast. Costs go to your graveyard. Draw a card	AC	L	**	5	MG
Erzatz Gnomes 1 \rightarrow Put a charge counter on Ersatz Gnomes. You may not use this ability if there is a charge counter on Ersatz Gnomes. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	AC	R	**	3	11G	Infinite Hourglass 1 \rightarrow Put a charge counter on Infinite Hourglass. You may not use this ability if there is a charge counter on Infinite Hourglass. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	3	1A, 5th	Library of Lore 1 \rightarrow During your upkeep, if you have a card in your library, you may choose to discard it from the top of your library into the graveyard	ART	L	**	2	1J, R, 4th, 5th
Ensnaring Bridge 1 \rightarrow Put a charge counter on Ensnaring Bridge. You may not use this ability if there is a charge counter on Ensnaring Bridge. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	R	****	5	5th	Iron-Heart Chimeras 1 \rightarrow Put a charge counter on Iron-Heart Chimeras. Put a +2/+2 counter on target creature. Remove a counter permanently. 2/2	ART	P	**	4	VS	Life-Chisel 1 \rightarrow Sacrifice a creature during upkeep to gain life equal to its toughness	ART	P	**	4	1G
Essence Bottle 1 \rightarrow Put a charge counter on Essence Bottle. You may not use this ability if there is a charge counter on Essence Bottle. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	J	**	2	1, J	Iron Star 1 \rightarrow Put a charge counter on Iron Star. You may not use this ability if there is a charge counter on Iron Star. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	J	**	1	1, R, 4th, 5th	Life Matrix 1 \rightarrow Put a counter on target creature. Use this ability only during your upkeep. Remove a counter from a creature. Regenerate the creature	ART	P	**	4	1G
Examiner 1 \rightarrow Put a charge counter on Examiner. You may not use this ability if there is a charge counter on Examiner. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	2	1, J	Ivory Cup 1 \rightarrow Put a charge counter on Ivory Cup. You may not use this ability if there is a charge counter on Ivory Cup. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	J	**	1	1, R, 4th, 5th	Lion's Eye Diamond 1 \rightarrow Sacrifice Lion's Eye Diamond. Add three mana of any one color to your mana pool. Use a Black mana, only not	ART	R	**	0	MG
Feldons's Cane 1 \rightarrow Put a charge counter on Feldons's Cane. You may not use this ability if there is a charge counter on Feldons's Cane. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	C	***	1	11, 5th	Joban's Banner 1 \rightarrow Put a charge counter on Joban's Banner. You may not use this ability if there is a charge counter on Joban's Banner. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	2	11, 5th	Living Armor 1 \rightarrow Put a charge counter on Living Armor. You may not use this ability if there is a charge counter on Living Armor. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	C	**	3	DK, CH
Follower Stone 1 \rightarrow Put a charge counter on Follower Stone. You may not use this ability if there is a charge counter on Follower Stone. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	2	11, 5th	Jude's Mischief 1 \rightarrow Put a charge counter on Jude's Mischief. You may not use this ability if there is a charge counter on Jude's Mischief. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	3	LU, R, 4th, 5th	Living Wall 1 \rightarrow Put a charge counter on Living Wall. You may not use this ability if there is a charge counter on Living Wall. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	C	**	3	LU, R
Ferret's Den 1 \rightarrow Put a charge counter on Ferret's Den. You may not use this ability if there is a charge counter on Ferret's Den. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	3	11, 5th	Jude's Statue 1 \rightarrow Put a charge counter on Jude's Statue. You may not use this ability if there is a charge counter on Jude's Statue. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	L	****	4	LU	Lodestone Boulder 1 \rightarrow Put up to four boulders from a player's graveyard on top of his library. That player draws a card at the beginning of the next turn	ART	R	****	0	A
Fire Diamond 1 \rightarrow Put a charge counter on Fire Diamond. You may not use this ability if there is a charge counter on Fire Diamond. Remove the charge counter to add 1 mana of the appropriate type to your mana pool	ART	P	**	2	11G												

KILLER COMBOS



Mortuary and Call of the Wild: With *Mortuary and Call of the Wild* in play, your creatures don't really die. It's more like they're taking a bathroom break. So when your supposedly roasted critters are done answering the call of nature, summon them back into play with *Call of the Wild*. For a mere four mana each, you happy little creatures will become nigh invulnerable.

Julian Tome ART P *** 3 AD, CH 5th
2 \rightarrow Draw a card and then discard a card of your choice

Jandar's Tong ART P ** 6 AH, R
2 \rightarrow Put a charge counter on Jandar's Tong. You may not use this ability if there is a charge counter on Jandar's Tong. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Jandar's Saddlebags ART R *** 2 AH, R 4th 5th
2 \rightarrow Put a charge counter on Jandar's Saddlebags. You may not use this ability if there is a charge counter on Jandar's Saddlebags. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Jangling Automaton ART C * 3 WL
1 \rightarrow Put a charge counter on Jangling Automaton. You may not use this ability if there is a charge counter on Jangling Automaton. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Jayvex's Tome ART P **** 4 LU, R 4th 5th
4 \rightarrow Draw a card

Jester's Cap ART R **** 6 5th
3 \rightarrow Sacrifice to look through target player's library and remove any 3 cards from the game

Jester's Mask ART R *** 5 A
1 \rightarrow Put a charge counter on Jester's Mask. You may not use this ability if there is a charge counter on Jester's Mask. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Lutes Petal ART C *** 0 TM
1 \rightarrow Sacrifice Lutes Petal. Add one mana of any color to your mana pool

Magpie Mine ART P ** 1 VS
4 \rightarrow Put a counter on Magpie Mine. Sacrifice Magpie Mine. For each counter on it, mine deals 1 damage to target creature or player

Magnetized Web ART P ** 2 TH
1 \rightarrow Put a charge counter on Magnetized Web. You may not use this ability if there is a charge counter on Magnetized Web. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Magistrate's Seal ART C * 3 A
1 \rightarrow Put a charge counter on Magistrate's Seal. You may not use this ability if there is a charge counter on Magistrate's Seal. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Magistrate's Seal ART C * 3 A
1 \rightarrow Put a charge counter on Magistrate's Seal. You may not use this ability if there is a charge counter on Magistrate's Seal. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

Magistrate's Seal ART C * 3 A
1 \rightarrow Put a charge counter on Magistrate's Seal. You may not use this ability if there is a charge counter on Magistrate's Seal. Remove the charge counter to add 1 mana of the appropriate type to your mana pool

• Restricted	• Banned in Top 1.5 only	ART Amulet	CU Creature - Upkeep	EE Enchantment - Equip	EW Enchant - World	LAN Land
• Banned	• Banned in extended only	CR Current Reality	EA Enchantment - Aura	EN Enchantment - Non-Equip	MS Mana Source	LEG Legendary Land
			EC Exceptional Creature	EN Enchantment		SC Summon Creature
						SL Summon Legend
						SOR Sorcery

MAGIC: THE GATHERING

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Mana Matrix Po: ♣ less to cast on instant, interrupt, or enchantment.	ART	R	●●	●	LG
Mana Prism ● Add 1 to your pool. ● Add one mana of any color to your pool.	ART	U	●●●	●	MG
Mana Vault ● Add 3 to your mana pool. ● Untap Mana Vault. Use only during your upkeep. Does 1 damage to you. ● Mana is tapped at the end of your upkeep.	ART	R	●●●	●	LU, R, 4th, 5th
Mana Web Whenever any land opponent controls is tapped for mana, top all lands he or she controls that can produce any type of mana that land can produce.	ART	R	●●●	●	WT
Manakon ● Add one colorless mana to your mana pool. 1/1.	AC	U	●●	●	TA
Manana's Taste Search your library and choose any five cards. Shuffle and put these cards face down under taste. ● Instead of drawing a card, add the top card from under taste to your hand. (Disenchant-both.)	ART	R	●●●	●	MS
Marble Diamond Comes into play tapped. ● Add ● to your mana pool.	ART	U	●●	●	MG
Marble Priest All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls. 3/3. Really? Who's gonna use walls?	ART	U	●●	●	LG
Matrol Golem 1. Regenerate and put a -1/-1 counter on Matrol Golem. 3/3.	AC	U	●●	●	VS
Max Diamond When Max Diamond comes into play, choose and discard a land card or sacrifice Max Diamond. ● Add one mana of any color to your mana pool.	ART	R	●●●	●	SH
Mekstone Creatures with power greater than 2 do not untap during untap phase.	ART	R	●●●	●	LU, R, 4th, 5th
Metallic Silver Metallic Silver counts as a silver. 1/1.	AC	C	●	●	TA
Nightstone All attacking creatures gain +1/+0.	ART	U	●●	●	AQ
Milestone ● Take the top 2 cards from target player's library and place them in that player's graveyard.	ART	U	●●	●	AQ, R, 4th, 5th
Mind Stone ● Add one colorless mana to your mana pool. ●, Sacrifice Mind Stone. Draw a card.	ART	C	●●●	●	WT
Mirror Universe ● Sacrifice Mirror Universe during your upkeep to trade life points with opponent. Comes into play tapped.	ART	R	●●●●	●	LG
Misery's Cage At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Misery's Cage deals 2 damage to him or her.	ART	R	●●●	●	MG
Michra's Groundbreaker ● Sacrifice. Target land becomes a 3/3 artifact creature.	ART	U	●	●	AJ
Michra's War Machine Bands. Discard 1 card from your hand during upkeep or Michra's War Machine taps and does 3 damage to you. 5/5.	AC	R	●●●	●	LU, R, 4th
Mogg Cannon ● Target creature you control gets +1/+0 and gains flying until end of turn. ● If you are in a combat phase, that creature	ART	U	●●	●	TA
Mass Diamond Comes into play, tapped. ● Add ● to your mana pool.	ART	U	●●	●	MG
Max Emerald ● Add ● to your mana pool.	ART	R	●●●●	●	LU
Max Jet ● Add ● to your mana pool.	ART	R	●●●●	●	LU
Max Pearl ● Add ● to your mana pool.	ART	R	●●●●	●	LU
Max Ruby ● Add ● to your mana pool.	ART	R	●●●●	●	LU
Max Sapphire ● Add ● to your mana pool.	ART	R	●●●●	●	LU
Mythic Compass ● Target mana-producing land becomes a basic land type of your choice until end of turn.	ART	U	●●●	●	AJ
Nacre Tollman ● Untap a permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.	ART	U	●	●	IA
Naked Singularity ● Instead of their normal mana, plains produce ●, islands produce ●, swamps produce ●, mountains produce ●, and forests produce ●.	AC	U	●●	●	IA
Neurologs Counts as a wall. ● Remove a creature in your graveyard from game. Put a -0/-2 counter on Neurologs. X is the creature's cost. 0/1.	AC	U	●●	●	OK
Nevinyrral's Disk ● Destroy all non-land permanents. Comes into play tapped.	ART	R	●●●●	●	LU, R, 4th, 5th
North Star ● You may cast one spell this turn using mana of any color.	ART	R	●●	●	LG
Nova Pentacle ● Redirect all damage done to you by one source to target creature of opponent's choice. "No va" means "no go" in Spanish.	ART	R	●●	●	LG
Null Rod Players cannot play any artifact abilities requiring an activation cost.	ART	R	●●	●	WT
Obelisk of Undoing ● Take one of your permanents in play back to your hand.	ART	R	●●	●	AQ, CH, 5th
Obsidian Golem 1/6. We like to call him Larry.	AC	U	●●	●	LU, R, 4th
Ornuk If Ornuk goes to any graveyard from play, its controller gains 2 life. 2/2.	AC	U	●●	●	AQ, R, 4th
Onyx Tollman ● Untap a permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.	ART	U	●	●	A
Ornithopter Flying. 0/2. Despite what Tom Sizemore thinks, this card still sucks.	AC	U	●●	●	AQ, R, 4th, 5th

Name	Kind	CR	Rating	Cost	Sets Found
Putogio Golem Flying until end of turn. 2/3.	AC	U	●●	●	MG
Patchwork Games Choose and discard a card. Regenerate Patchwork Games. 2/1.	AC	L	●●	●	TA
Peasap's Cage At end of target opponent's upkeep, if that player has two or fewer cards in hand, Peasap's Cage deals 2 damage to him or her.	ART	R	●●	●	MG
Pearl Medallion Year's best spells cost 2 less to play.	ART	R	●●	●	TA
Penitentiary of the Ages ● Presidio's damage done to you from one source.	ART	P	●●●	●	AJ 5th
Physician Devourer If Physician Devourer's power is seven or greater, bury it. 0. Remove the top card of your opponent's deck from the game for each 1 life on Physician Devourer. ● If you equip to the card's casting cost.	AC	R	●●●	●	AJ
Physixan Dreadnought Example Mana Dreadnought comes into play, sacrifice a certain number of creatures with total power 20 more than you. ● If you equip to the card's casting cost.	ART	P	●●●	●	MG
Physixan Frontier ● Remove the bottom card of target player's deck from game. ● Sacrifice a card in your graveyard from the game. ● If you equip to the card's casting cost.	ART	P	●●●	●	WT
Physixan Grimore ● Target opponent chooses one of the cards in your graveyard. Remove that card from the game and put the other in your hand.	ART	P	●●●	●	AJ
Physixan Hulk 5/4.	AC	U	●●	●	TA
Physixan Marauder Come into play with 1 ●. ● If you equip to the card's casting cost. ● If you equip to the card's casting cost. ● If you equip to the card's casting cost.	AC	R	●●	●	VS
Physixan Portal 3 ●. ● If you equip to the card's casting cost. ● If you equip to the card's casting cost. ● If you equip to the card's casting cost.	ART	R	●●	●	AJ
Physixan Splice ● Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.	ART	U	●●	●	TA
Physixan Vault ● Sacrifice a creature. Draw a card.	ART	U	●●	●	MG

Name	Kind	CR	Rating	Cost	Sets Found
King of Immortals ● Create a permanent. ● Enchant targeting a permanent you control.	ART	R	●●	●	LG
King of Moat ● Sacrifice a creature. ● If you equip to the card's casting cost.	ART	R	●●	●	AJ
King of Renewal ● If you equip to the card's casting cost.	ART	R	●●●	●	FE
Rocked Launcher ● Do 1 damage to any target. If it is used, Launcher is destroyed at end of turn. ● Can be used the turn it comes into play on your side.	ART	U	●●	●	AQ, P
Rod of Run ● Do 1 damage to any target.	ART	L	●●●	●	J, R, 4th, 5th
Rocketlauncher Flying. ● If you equip to the card's casting cost. ● If you equip to the card's casting cost.	ART	R	●●	●	HL
Ruby Medallion ● If you equip to the card's casting cost.	ART	R	●●	●	TA
Rusted Arith ● If you equip to the card's casting cost.	ART	R	●●	●	IA
Runesword ● Give target and creature 2 +D until end of turn. ● If you equip to the card's casting cost.	ART	R	●●	●	OK, CH
Sandals of Abdolith ● Give sandal to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdolith.	ART	R	●●	●	AN
Sand Golem If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it. 3/3.	AC	U	●●	●	MG
Sands of Time Each player skips his untap phase. At the beginning of each player's turn, he untaps each of his tapped artifacts, creatures and lands and taps each of his untapped artifacts, creatures and lands. Sands of Time doesn't affect itself.	ART	R	●●●	●	VS
Sapphire Medallion Your blue spells cost ● less to play.	ART	R	●●	●	TA
Scalding Tongs During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.	ART	R	●●	●	TA

KILLER COMBOS



Autumn Willow and Spinal Graft: Get a new spin on max life creature toughness that is seemingly, or assigned mechanic and enchantment has some nasty side effects. All your opponent has to do to your creature is to put an enchantment on it. But with the sheer life targetability Autumn Willow makes the perfect test subject.

Physixan War Beast If War Beast leaves play, sacrifice a land and take 1 damage. 3/4.	AC	C	●●●	●	A
Physixan Walker 0/3. Get. Ever worse than the Ghouls.	AC	C	●	●	VS
Pit Trap ● Sacrifice Trap: bury target non-flying creature that is attacking you.	ART	U	●●	●	MG
Plague Gate Pay ● less when casting a common spell.	ART	R	●●●	●	SH
Portulac Whenever any creature comes into play, if there are two or more other creatures in play set that creature aside. If Portulac leaves play, put the creature into play under its owner's control.	ART	R	●●	●	AQ, R, 4th, 5th
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	●●	●	AQ, R, 4th, 5th
Puppet Strings ● Tap or untap target creature.	ART	U	●●●	●	TM
Pyramids ● Prevent a land from being destroyed. ● Remove an enchantment from a land.	ART	R	●●	●	SM
Rack, The Do 1 damage for each card under three opponent has during upkeep.	ART	U	●●	●	AQ, R, 4th
Rokelle ● Prevent 1 damage to any target. Rokelle returns to owner's hand at end of turn.	ART	R	●	●	AQ, CH
Razor Pendulum If any player has 5 or less life at the end of his turn, Razor Pendulum deals 2 damage to him.	ART	R	●●	●	MG
Raid Mana Bottery ● Put a counter on Raid Mana Bottery. ● Add ● to your mana pool. ● Add ● to each color in your mana pool.	ART	R	●●	●	LG, 4th
Reflecting Mirror ● Redirect spell targeting you to player of your choice. X is equal to the casting cost of target spell.	ART	U	●●	●	OK
Relic Barrier ● Tap target artifact.	ART	U	●●●	●	LG

Scrub of the Urseon ● Sacrifice Scrub. Return all enchantments on target permanent you own to their owners' hands. Costs.	ART	U	●●	●	AJ
Scorecrow ● Prevent all damage to you from flying creatures this turn. 2/2.	AC	U	●●	●	DK
Scroll Rock ● Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside on this way on top of your library in any order.	ART	R	●●●	●	TA
Sentinel When cast. When blocking, you may make "equal 1 + the power of a creature Sentinel blocks. When attacking, you may make "equal 1 + the power of creature blocking Sentinel. 1/2 +1/+1 when played after Yavimber.	AC	R	●●●	●	LG, CH, 5th
Serpent Generator ● Put a Poison Snake token, a 1/1 artifact creature, in play. If a Snake damages opponent, opponent gets 1 poison counter.	ART	C	●●●	●	HL
Serrated Arrows Put three arrow counters on Serrated Arrows when it comes into play. ● Remove one counter. Put a -1/-1 counter on target creature.	ART	C	●●●	●	WT
Serrated Biskalon ● Put 1/-1 counters on Biskalon and on target creature. 2/2.	AC	U	●●	●	AQ, 4th, 5th
Shapeshifter ● number from 0 to 6. Choose " when Shapeshifter is cast and during each of your upkeeps. 7/2-1.	AC	U	●●	●	IA
Shield of the Ages ● Prevent 1 damage to you.	ART	U	●●	●	IA
Shield Sphere Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it. 0/6.	AC	J	●●	●	AJ
Shifting Wall ● If you equip to the card's casting cost. ● If you equip to the card's casting cost.	ART	U	●●	●	SH
Sissy's Ring ● Add two colorless mana to your mana pool.	ART	C	●	●	VS
Skull Catapult ● Sacrifice a creature to do 2 damage to any target.	ART	U	●●	●	IA, 5th

MAGIC

The Gathering

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Barrow Ghoul During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul. 4/4	SC	C	●●	●●	WL
Basal Thrull ●●●● Sacrifice: Add ●●● to your mana pool. 1/2	SC	C	●●	●●	FE
Bellowing Fiend Flying. Whenever Bellowing Fiend damages any creature, Bellowing Fiend deals 3 damage to that creature's controller and 3 damage to you. 3/3	SC	R	●●	●●	TM
Binding Agony EC ●●●● For each 1 damage dealt to enchanted creature, Binding Agony deals 1 damage to that creature's controller.	EC	C	●●	●●	MG
Black Carriage Trample. Doesn't untap as normal during untap phase. ●● Sacrifice a creature to untap Carriage. Do this only during your upkeep. 4/4	SC	R	●●	●●	NL
Black Knight Protection from white, first strike. 2/2.	SC	U	●●●●	●●	U,R,4th,5th
Blanket of Night Each mana-producing land is a swamp in addition to its normal type.	EN	U	●●	●●	VS
Blight If target land is tapped, destroy it at end of turn.	EL	U	●●	●●	LG,4th,5th
Blighted Shaman ●● Sacrifice a creature: Give a creature +2/+2 until end of turn. ●● Sacrifice a swamp: Give a creature +1/+1 until end of turn. 1/1	SC	R	●●	●●	MG
Blood Pit Sacrifice Blood Pit: Add ●●● to your mana pool. 1/1	SC	C	●●	●●	TM
Bog Imp Flying. 1/1. You won't find clever guises like this one in <i>Duelist's Forge</i> .	SC	C	●●	●●	DK,4th,5th
Bog Rats Cannot be blocked by walls. 1/1	SC	R	●●	●●	DK,Ch,5th
Bog Wraith Swampwalk. 3/3. Quoz is one of 11 four-letter words. Quoz is not one of them.	SC	U	●●	●●	L,U,R,4th,5th
Bone Dancer Put the top creature of defender's graveyard into play under your control. Use only if Dancer is unblocked and only once each turn. 2/2.	SC	R	●●	●●	YL
Bone Harvest Put any number of creatures from your graveyard on top of your library. Combat.	INS	J	●●	●●	MG
Bottleless Pit During each player's upkeep, that player discards a card at random.	EN	J	●●	●●	SH
Bounty Hunter Put a bounty counter on target nonblock creature. Destroy target creature with any bounty counters on it. 2/2	SC	R	●●	●●	TM
Breatheslayer +1/+1 until end of turn. 2/2.	SC	C	●●	●●	MG
Breeding Pit Put a 0/1 Thrull token in play at the end of each of your turns. Pay ●● during upkeep or bury Breeding Pit.	EN	U	●●	●●	FE,5th
Brine Shaman ●● Sacrifice a creature to give a creature +2/+2 until end of turn. ●● Sacrifice a creature to counter a summon spell. 1/1.	SC	R	●●	●●	IA
Broken Visage Bury target non-artifact attacking creature and put into play a black creature with power and toughness equal to target creature. Bury token at end of turn.	INS	R	●●	●●	NL,5th
Brood of Cockatrices If Brood of Cockatrices is put into your graveyard from play, pay 1 life and return Brood of Cockatrices to your hand at end of turn. 1/1	SC	R	●●	●●	VS
Brush with Death Buyback ●●●●. Target opponent loses 2 life. You gain 2 life.	SOR	C	●●	●●	SH
Burnt Offering Sacrifice a creature to add to your mana pool any combination of black and red mana equal to that creature's casting cost.	INS	C	●●	●●	IA
Buried Alive Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.	SOP	J	●●	●●	WL
Cadaverous Knight Flanking. ●●●● Regenerate. 2/2.	SC	C	●●	●●	MG
Canibalize Choose two target creatures controlled by any one player. Remove one of those creatures from the game and put two +1/+1 counters on the other.	SOR	C	●●	●●	SH
Carrion Sacrifice a creature: Put into play a number of Moggot tokens equal to the sacrificed creature's power. Treat these as 0/1 black creatures.	INS	R	●●	●●	MG
Carrion Ants +1/+1 until end of turn. 0/1.	SC	U	●●	●●	LG,4th,5th
Carriette ●●●● Remove Carriette and target creature from the game. That creature's controller may pay ●● to counter this ability. Use this ability only if Carriette is in your graveyard. 1/1	SC	R	●●	●●	TM
Casting of Bones If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.	EC	C	●●	●●	AI
Catacomb Dragon Flying. Whenever Dragon is blocked by a non-artifact non-Dragon creature, that creature's power is halved, rounded up. 4/4	SC	R	●●	●●	MG
Cemetery Gale Protection from black. 0/5	SC	C	●●	●●	NL
Chains of Mephistopheles Except for the first card drawn in draw phase, every player must discard a card before drawing. A player with no cards must discard the cards he or she has.	EN	R	●●	●●	LG
Choking Sands Destroy target non-swamp land. If that land is a non-basic land, Choking Sands deals 2 damage to the land's controller.	SOR	C	●●	●●	MG
Cradling Vultures Flying. During your upkeep, remove the top creature card in your graveyard from the game or bury Vultures. If Vultures is in your hand, you may discard it. Play this ability as an instant. 3/2	SC	J	●●	●●	WL

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Clack of Confusion If target attacking creature is not blocked, you may have it deal no damage and force the defending player to discard a card at random.	EC	C	●●	●●	IA,5th	Death Mercenary Shadow ●●●● Death Mercenary gets +1/+0 until end of turn. 2/1.	SC	U	●●	●●	TM
Clot Saver Each Saver gains "●● Regenerate this creature."	SC	C	●●	●●	TM	Death Mindripper Shadow. Sacrifice Death Mindripper. Defending player chooses and discards three cards. Use this ability only if Death Mindripper is attacking and unblocked. 2/1.	SC	U	●●	●●	TM
Coercion Look at target opponent's hand and make him discard a card of your choice.	SOR	C	●●	●●	VS, TM	Death Slayer Shadow. Each turn, Death Slayer attacks if able. 2/2	SC	C	●●	●●	TM
Coffin Queen You may choose not to untap Coffin Queen during your untap phase. ●●●● Put target creature card from any graveyard into play under your control. Remove that creature from the game. A Coffin Queen becomes unattached or if you lose control of Coffin Queen. 1/1	SC	R	●●	●●	TM	Death Trooper ●● Target creature gains shadow until end of turn. 1/1	SC	U	●●	●●	SH
Coils of the Medusa Enchanted creature gets +1/-1. Sacrifice Coils of the Medusa. Destroy all non-waiting creatures blocking enchanted creature.	EC	C	●●	●●	WL	Death Pits of Rath Whenever any creature is dealt damage, destroy it. That creature cannot be regenerated this turn.	EN	R	●●	●●	TM
Commander Greven When Commander Greven enters play, sacrifice a creature. Greven cannot be blocked except by artifact creatures and black creatures. 7/5	SC	R	●●	●●	TM	Death Stroke Destroy target tapped creature.	SOR	C	●●	●●	SH
Contagion You may pay 1 life and remove a black card in hand from the game to pay Contagion's cost. Put two 2/1 counters on any number of creatures.	INS	U	●●	●●	AI	Death Watch If creature is put into any graveyard, its controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.	EC	C	●●	●●	VS
Contract from Below Discard your hand; draw an additional card plus seven cards.	SOR	R	●●	●●	L,U,R	Deathgrip Counter a green spell.	EL	L	●●	●●	L,J,R,4th,5th
Corpse Dance Buyback ●● Put the top creature card from your graveyard into play. That creature is controlled by summoning sickness this turn. Remove the creature from the game at end of turn.	INS	R	●●	●●	TM	Deathlace Change the color of one card being played or in play to black.	INT	R	●●	●●	L,J,R,4th
Corrupting Lizard ●● Corrupting Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot be blocked except by artifact creatures and black creatures" instead of a creature. Move Corrupting Lizard onto target creature. You may pay ●● to end this effect. 2/2	SC	U	●●	●●	SH	●● Demonic Attorney. Sacrifice a creature. Jinxes opponent concedes game; both players draw an extra card each.	SOR	R	●●	●●	L,J,R
Cosmic Horror First strike. Pay ●●●● during upkeep or Cosmic Horror does 7 damage to you or is destroyed. 7/7.	SC	R	●●	●●	4th	Demonic Consultation Name a card and remove the top six cards of your library from the game. Remove cards from the top of your library from the game only if you get to the card you named. Add the card to your hand.	INS	U	●●	●●	IA
Croix the Cursed Choose the Cursed counts as a demon. Croix cannot play with four +1/+1 counters on it. During your upkeep, sacrifice a creature and put a +1/+1 counter on Croix or exile a +1/+1 counter from Croix.	SL	R	●●	●●	SH	Demonic Hordes Destroy target land. Pay ●●●● during upkeep or Hordes becomes tapped and your opponent chooses a mana of yours to be destroyed. 5/5	SC	R	●●	●●	L,U,R
Crypt Cobra If Cobra attacks and is not blocked, defending player gets a poison counter. 3/3	SC	U	●●	●●	MG	Demonic Torment Target creature deals no damage during combat and may not attack.	EC	U	●●	●●	LG

KILLER COMBOS



Mulch and Lodestone Bauble: Lodestone Bauble is a good way to recover from land destruction, especially mass. It's like an age-old. But who wants to waste four draws recovering those lands? Instead, try weeding through the top of your library with Mulch, sending those lands right to your hand—and setting you up to a bonus draw from the Bauble's control effect.

Crypt Rats Crypt Rats deals X damage to each creature and player. Spend only basic mana in this way. 1/2. Spell Link. Spell Link. Spell Link. Spell Link.	SC	C	●●	●●	VS	Dialotic Edict Target player sacrifices a creature.	INS	C	●●	●●	TM
Curse Artifact Controller of target artifact must bury it during upkeep or lose 2 life.	ER	J	●●	●●	OK	Dirtheater Wrath Swampwalk. ●● +1/+0 until end of turn. 1/3.	SC	C	●●	●●	MG
Cursed Land Do 1 damage to controller of target land during upkeep.	EL	U	●●	●●	L,U,R,4th,5th	Disseas Vermin During your upkeep, deals one damage to one opponent if he previously damaged for each counter. If Vermin damages a player at combat, put on counter on it. 1/1	SC	U	●●	●●	AI
Cyclopean Mummy Remove Mummy from game if it goes to graveyard. 2/1.	SC	C	●●	●●	LG,4th	Disturbed Burial Buyback ●● Return target creature from your graveyard to your hand.	SOR	C	●●	●●	TM
Dance of the Dead Bring a creature from any graveyard into play on your side tapped and with +1/+1. Creature does not untap as normal. You must pay ●●.	EC	U	●●	●●	IA	Doomsday Pay half your life, rounded up. Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.	SOR	R	●●	●●	WL
Dark Banishing Bury target non-block creature.	INS	C	●●	●●	IA,MG,TM	Drain Life Do 1 damage to target for each ●● spent above casting cost. Gain 1 life for each damage done. You cannot gain more life than target's current toughness.	SOR	C	●●	●●	L,U,R,4th,MG,5th
Dark Privilege Enchanted creature gets +1/+1. Sacrifice a creature. Regenerate.	EC	C	●●	●●	VS	Dread of Night All white creatures get -1/-1.	EN	U	●●	●●	TM
Dark Ritual Add ●●●● to your mana pool.	MS	C	●●	●●	L,U,R,4th,IA,MG,5th	Dread Specter Whenever Dread Specter blocks or is blocked by a non-block creature, destroy that creature at end of combat. 2/2.	SC	U	●●	●●	MG
Darkness Creatures attack and block as normal but deal no damage.	INS	C	●●	●●	LG	Dread Wight At the end of combat, put a paralyzation counter on any creature blocked by or blocking Dread Wight and tap it. If the creature has a paralyzation counter, it does not untap during untap phase. The creature's controller may pay ●● to remove a counter at any time. 3/4.	SC	U	●●	●●	IA
Darkestling Stalker Regenerate. Stalker. ●● Stalker gets +1/+1 until end of turn. 1/1	SC	C	●●	●●	TM	Dregs of Sorrow Destroy X target nonblock creatures. Draw X cards.	SOR	R	●●	●●	TM
Darkpact Switch the top card of your library with one of the cards up for ante.	SOR	R	●●	●●	L,U,R	Drift of the Dead Counts as a wall. Drift of the Dead has power and toughness each equal to the number of snow-covered lands you control. 1/1.	SC	U	●●	●●	IA
Death Embroc ●● Target creature gains shadow until end of turn.	EN	U	●●	●●	TM	Dredge Skeletons Regenerates. 1/1	SC	L	●●	●●	L,R,4th,5th
Death Ghoul Shadow. Whenever any creature with shadow is put into any graveyard from play, put a +1/+1 counter on Death Ghoul. 1/1	SC	J	●●	●●	TM						
Death Horror Shadow. Death Horror cannot be blocked by white creatures. 2/1	SC	C	●●	●●	TM						
Death Marauder Shadow. 3/1	SC	C	●●	●●	TM						

Name	Kind	CR	Rating	Cost	Sets Found
Drudge Spell Remove 2 creatures from graveyard from the game. Bring Swateler taken into play. Skeleton is a black creature with Regenerates. All skeleton tokens are discarded if Drudge Spell leaves play.	EN	U	••	•••	HL
Dry Spell Dry Spell deals 1 damage to each creature and player.	SDR	C	••••	••	HL
Dungeon Shade Flying ••••• Dungeon Shade gets +1/+1 until end of turn. 1/1	SC	C	••••	••	SH
Dystopia CU One life. During each player's upkeep, if that player controls any green or white permanents, he sacrifices a green or white permanent.	EN	R	•••••	••••	AJ
Enter of the Dead Choose a creature in any graveyard and remove it from the game. Jintop Enter of the Dead 3/4 Alumm. Dead	SC	J	••••	••	DK
Ebon Praetor Happier first strike. Put a 2/2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a 2/2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.	SC	R	••	•••	FE
Ebony Chorn Choose one—Target player loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature can only be blocked by artifact or black creatures this turn.	INS	C	••••	••	MG
El-Hajjaj Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1	SC	R	••	•••	AH,R,4th
Endless Scream Enchanted creature gets +X/+0.	SC	C	••••	••	TM
Entombment Enchanted creature gets -2/-2.	EC	C	••••	••	MG,TM
Erg Raiders Take 2 damage at end of turn if Erg Raiders don't attack. 2/3.	SC	C	••••	••	AX,R,4th,5th
Evil Eye of Orms-by-Gore Your creatures may not attack, except for Evil Eyes. Evil Eye may only be blocked by walls. 3/6.	SC	U	••	•••	LG,5th
Evil Presence Target land is now a basic swamp.	EL	U	••	••	L,J,R,4th,5th
Evincar's Justice Buyback •• Evincar's Justice deals 2 damage to each creature and player.	SOR	C	••	•••	TM
Extinction Destroy all creatures of any creature type of your choice.	SOR	R	••••	••	TM
Fallen, The During your upkeep, The Fallen does 1 damage to every opponent it has previously damaged. 2/3.	SC	U	••	•••	DK,CH
Fallen Angel Sacrifice a creature: Fallen Angel gains +2/+1 until end of turn. 3/3.	SC	U	••••	••	LG,CH,5th
Fallen Askari Flying. Fallen Askari cannot block. 2/2.	SC	C	••	•••	VS
Fatal Blow Bury target creature that was damaged this turn.	INS	C	••	••	WL
Fatal Leta Target opponent chooses. You draw 3 cards or you choose and bury up to 2 creatures that opponent controls and he draws up to 3 cards.	SDR	R	••	•••	AJ
Fear Only block or artifact creatures may block target creature.	EC	C	••••	••	L,R,4th,5th
Faith of the Unicorn Target creature gets +4/+0.	EC	C	••••	••	HL
Feast of Famine Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.	INS	U	••••	••	AJ
Feral Shadow Flying. 2/1.	SC	C	••	•••	MG
Festering Evil During your upkeep, Festering Evil deals 1 damage to each creature and player. Sacrifice 2 damage to each creature and player.	EN	U	••••	••	WL
Fetid Horror ••••• +1/+1 until end of turn. 1/2.	SC	C	••••	••	MG
Fevered Convulsions 2 ••••• Put a -1/-1 counter on target creature.	EN	R	••••	••	TM
Fevered Strength Enchanted creature gets +2/+0. Conting.	INS	C	••	•••	AJ
Flogging Dunn Flying. During your upkeep, Dunn deals damage to you. 2/2.	SC	C	••••	••	WL
Flow of Maggots CU •• May not be blocked by non-wall creatures. 2/2.	SC	R	••	•••	IA
Forbidden Crypt For each card you would draw, instead choose a card in your graveyard and put it into your hand. If you cannot, you lose the game. When a card is put into your graveyard, remove it from the game.	EN	R	••••	••	MG
Forbidden Ritual Sacrifice a card in play. Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card. You may repeat this process as many times as you choose.	SOR	R	••	•••	VS
Forsaken Wastes Players cannot gain life. During each player's upkeep, that player loses 1 life. If Forsaken Wastes is the target of a successfully cast spell, that spell's coster loses 5 life.	EW	R	••••	••	MG
Foul Familiar May not block. •• Play 1 life to return Familiar to its owner's hand. 3/1.	SC	C	••••	••	IA
Foul Imp Flying. When Foul Imp comes into play, lose 2 life. 2/2.	SC	C	••	•••	SH
Frankenstein's Monster Remove X creatures from your graveyard from the game when casting Monster. For each creature removed from the game in this way, give Monster a permanent +2/+0, +1/+1, or +0/+2. C T	SC	R	••	•••	DK
Frozen Shade ••••• +1/+1 until end of turn. 0/1.	SC	C	••••	••	L,R,4th,5th
Funeral Chorn Choose one—Target player chooses and discards a card, or target creature gets +2/+1 until end of turn; or target creature gains swampwalk until end of turn.	INS	C	••	•••	VS
Funeral March When target creature leaves play, that creature's controller must sacrifice a creature, ignore this effect if he controls no other creatures.	EC	C	••	•••	HL,5th
Gallowbraid CL. Pay 1 life. Trample. 5/5.	SL	R	••	•••	WL
Congruous Zombies Sacrifice to deal 1 damage to each creature and player. Zombies deal 2 damage if you control any snow-covered swamps. 2/2.	SC	C	••	•••	AJ

Name	Kind	CR	Rating	Cost	Sets Found
Gate to Phyrexia Sacrifice a creature during your upkeep to destroy an artifact.	EN	U	••••	••	AQ
Gaze of Pain For each of your creatures that attacks and is not blocked, you may have it deal damage to defending player minimum. If you do so, it instead deals damage equal to its power to any target creature.	SDR	C	••••	••	IA
Ghost Hounds Attacking does not cause Ghost Hounds to tap. Gains first strike if blocking or blocked by white creatures. 1/1.	SC	U	••••	••	HL
Ghosts of the Damned Make target creature 1/0 until end of turn. 0/2.	SC	C	••	•••	LG
Giant Slug Give Slug landwalk ability of your choice on your next turn. 1/1.	SC	C	••	•••	LG,CH
Gloom White spells and white enchantment costs now require an extra •.	EN	C	••••	••	L,R,4th,5th
Glyph of Doom Creatures blocked by target wall are destroyed after combat.	INS	C	••	•••	LG
Grandmother Sengir Target creature gets 1 until end of turn. 3/3.	SC	R	••	•••	HL
Grave Robbers Remove an artifact in any graveyard from game. Gain 2 life. 1/1.	SC	R	••	•••	DK
Gravebane Zombie If Zombie is put into graveyard from play, put it on top of owner's library. 3/2.	SC	C	••	•••	MG
Graveblade Target creature may not regenerate this turn. Conting.	INS	R	••	•••	IA
Gravecreeper When Gravecreeper comes into play, you may return target creature card from your graveyard to your hand. 2/2.	SC	C	••	•••	TM
Grave Pact Whenever any creature you control is put into any graveyard, each other player sacrifices a creature.	EN	R	••••	••	SH

FANTASTIC FOUR-STARS

Why not a five for the ultimate artifact of destruction?
It's real simple. Despite its awesome power, the Disk comes into play, tapped, maxing 1 value above the likes of Disenchant and Shatter. Shi as four-stars go, the Disk rank's right at the top.

Grave Servitude You may choose to play Grave Servitude as an instant. If you do, bury it at end of turn. Enchanted creature gets +3/+1 and is black.	EC	C	••••	••	MG
Greater Werewolf After combat, put a 0/2 counter on all creatures that blocked werewolf. 2/4.	HL	5th			
Greed Pay 2 life. Draw a card.	EN	R	••	•••	LG,4th
Guardian Beast Happier prevents the casting, destruction, or enchantment of your non-creature artifacts. 7/4.loses a guano when hanged.	SC	R	••••	••	AJ
Harbinger of Night During upkeep, put a 1/1 counter on each creature. 2/3.	SC	R	••	•••	MG
Hassan Ogress Pay 2 when Hassan Ogress attacks or lose 2 life. 3/2.	SC	C	••	•••	AH,CH
Hounding Misery Remove X creature cards in your graveyard from the game. Hounding Misery deals X damage to target player.	SOR	C	••	•••	WL
Hounding Wind Do damage to artifact's controller each time an artifact in play is tapped or is enchanted or is copied.	EL	U	••	•••	AQ
Headless Horseman Spawning of Sleepy Hollow, this card is so boring it makes us sleepy. 2/2.	SC	C	••	•••	LG
Headstone Remove target card in any graveyard from the game. Conting.	INS	C	••	•••	HL
Hectabomb Sacrifice four creatures when Hectabomb comes into play. Tap a swamp you control to have Hectabomb deal 1 damage to any target.	EN	R	••••	••	IA,5th

Name	Kind	CR	Rating	Cost	Sets Found
Hell Swarm Avoke of creatures +1/0 until end of turn.	INS	C	•	••	LG
Hellfire Destroy all non-black creatures. Hellfire deals X+3 damage to you, where X is the number of creatures played in the graveyard.	SOR	R	••••	••	JG
Hell's Caretaker Sacrifice a creature to put a creature in your graveyard into play. 1/1.	SC	R	••	•••	LG,CH
Hidden Horror When Hidden Horror comes into play, discard a creature card or bury Horror. 4/4.	SC	J	••••	••	WL
Hoar Shade ••••• +1 until end of turn. 1/2.	SC	C	••	•••	IA
Horror of Horrors Sacrifice a swamp to regenerate a black creature.	EN	U	••••	••	LG
Howl from Beyond Target creature gains +X/+0 until end of turn.	INS	C	••••	••	J,R,4th,5th
Hyelopterous Lemura Gains flying and -1/0 until end of turn. 4/3.	SC	U	••••	••	IA
Hymn to Touchatous Target player randomly discards two cards from his hand.	SOR	C	••••	••	FE
Hyponic Specter Flying. Player damaged by Specter must discard a card at random. 2/2.	SC	U	••••	••	L,U,R,4th
Icequake Destroy a land. If it is a snow-covered land, its controller takes 1 damage.	SDR	J	••••	••	IA
Ihsan's Shade Protection from white. 5/5.	SC	J	••••	••	HL
Imprison Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.	EC	R	••••	••	LG
Imp's Taint Buyback •• Target creature attacks this turn if able.	INS	U	••	•••	TM
Internal Contract Pay half your life, rounded up. Draw four cards.	SOR	R	••••	••	MG
Internal Darkness CU •• and 1 life. All mana-producing lands produce • instead of their normal mana.	EN	U	••	•••	IA
Infernal Denizen During upkeep, you must sacrifice two swamps or Infernal Denizen becomes tapped and target opponent may gain control of a creature you control of his choice. Conting control of target creature. 5/7.	SC	R	•	••	IA
Infernal Harvest Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided any way, among any number of target creatures.	SOR	C	••••	••	VS
Infernal Medusa Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.	SC	U	••••	••	LG
Infernal Titania Sacrifice a card in play. Draw a card.	EN	R	••••	••	WL
Initiatives of the Ebon Hand X Add •• to your mana pool. Bury Initiatives if more than • is spent this way in one turn. 1/1.	SC	C	••••	••	FE,5th
Inquisition Examine target player's hand. Do one damage for each white card.	SOR	C	•	•••	DK
Invidious Bankworms Target player discards a card at random. Use only when Bankworms is put into graveyard from play and only once. 1/1.	SC	C	••	•••	AJ
Irrid Sengir 2 •• white and green enchantments cost an extra 2 to cast. 2/2.	SC	J	••••	••	HL
Jovial Evil Do 2 damage to opponent for each white creature he controls.	SDR	P	••	•••	JG
Jurid Eber Flying. Pay ••• during upkeep or Jurid Eber is destroyed. 3/3.	SC	U	••••	••	AH,4th
Juzam Djinn Juzam Djinn deals 1 damage to you during your upkeep. 5/5. Big mana.	SC	R	•••••	••	AN
Kaervek's Hex Kaervek's Hex deals 1 damage to each non-black creature and an additional 1 damage to each green creature.	SOR	U	••	•••	MG
Kaervek's Spite Sacrifice all permanents. Discard your hand; Target player loses 5 life.	INS	R	••	•••	VS
Keeper of Tresserhorn If Keeper attacks and is not blocked, it deals no damage to defending player this turn and that player loses two life. 6/6.	SC	R	••••	••	AJ
Kezzerdrix First strike. During your upkeep, if your opponents control no creatures, Kezzerdrix deals 4 damage to you. 4/4.	SC	R	••••	••	TM
Khabal Ghoul Gets a -1/+1 counter at end of turn for each creature that was destroyed this turn. 1/1.	SC	R	••••	••	AN
Kjeldoran Doed You must sacrifice a creature when Kjeldoran Doed comes into play.	SC	C	••••	••	IA,5th
Knight of Dusk Destroy target creature blocking Knight of Dusk. 2/2.	SC	U	••••	••	TM
Knights of Stromgald Flying. Draw a card.	SC	J	••••	••	IA,5th
Kuskon Falls During your upkeep, tap target creature you control or bury Kuskon Falls. No creature can block it unless its controller pays an additional 2 whenever the creature attacks.	EW	R	••	•••	HL
Krovikan Elemental Give a creature you control flying until end of turn. Buy that creature at end of turn. 1/1.	SC	C	••	•••	IA
Krovikan Felsh Target creature gets +1/+1. Conting.	EC	C	••••	••	IA,5th
Krovikan Horror At the end of any turn, Krovikan Horror is in your graveyard with a summon card directly above it; you may put Krovikan Horror into your hand. Sacrifice a creature to have Krovikan Horror deal one damage to target creature. 1/1.	SC	R	••	•••	AJ
Krovikan Plague Player in graveyard creature you control 0 tap on targeted creature to have Krovikan Plague deal one damage to target creature or player. Put a -0/-1 counter on enchanted creature. Conting.	EC	U	•	••	AJ
Krovikan Vampire If a creature dies during a turn in which Krovikan Vampire damaged it, it is put into play under your control. Bury the creature if Krovikan Vampire leaves play or your control. 3/3.	SC	U	••	•••	IA

- Restricted
- Banned in Type 1.5 only
- Banned
- Banned in Extended only
- ART Artifact
- AW Awakened Creature
- CR Current Rarity
- CU Creature-Upgrade
- EN Enchant-Artifact
- EC Enchant-Creature
- EL Enchant-Land
- ES Enchantment
- EW Enchant-World
- IS Island
- NT Interrupt
- JAN Land
- MS Mana Source
- SC Summon Creature
- SL Summon Legend
- SOR Sorcery

MAGIC: THE GATHERING

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Lab Rats Buyback • Put a Rat taken into play. Treat as a 1/1 black creature.	SC	C	•••	•	SH
Leaching Lizard Leaching Lizard loses this ability and becomes a creature enchantment that reads "During the upkeep of enchanted creature's controller, Leaching Lizard deals 1 damage to that player." instead of a creature. Move Leaching Lizard onto target creature. You may pay • to end this effect. 1/1	SC	U	•••	1	TM
Legions of Lim-Dul Snow-covered swampwalk. 2/3	SC	C	•••	•	IA
Lezhra's Rage Give target creature swampwalk.	EC	U	••	•	IA, 5th
Lezhra's Sign Whenever an opponent successfully casts a green spell, look at that player's hand and discard a card from that hand of your choice. ••• Return Lezhra's Sign to owner's hand.	EH	U	••	•	IA
Lesser Werewolf Give Werewolf -1/0 until end of turn. Put a 0/1 counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.	SC	U	•••	•	IG
Lich Lose all life. For each point of damage you take, bury one permanent you control. For every point you gain, draw a card. If Lich leaves play you lose	EH	R	•••	•	•••
Lim-Dul's Cohort Creatures blocking or blocked by Cohort cannot regenerate. 2/3	SC	C	•••	•	IA
Lim-Dul's Max During your upkeep, he deals damage to all players. Each player may pay • to prevent the damage to himself.	EH	U	••	•	IA
Lim-Dul's High Guard First strike. ••• Regenerate. 2/1.	SC	C	•••	•	AI
Living Death Set aside all creature cards in all graveyards. Then, put each creature that is in play into its owner's graveyard. Then, put each creature card set aside in this way into play under its owner's control.	SOR	R	•••	•	TM
Lord of the Pit Flying. Temple. During your upkeep, sacrifice a creature other than Lord of the Pit or card of the Pit does 2 damage to you. 7/7	SC	R	•••	•	LUR, 4th, 5th
Lost Soul Swampwalk. 2/1.	SC	C	•••	•	IG, 4th, 5th
Maddening Imp Flying. ••• All non-wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat. 1/1	SC	R	••	•	TM
Marsh Gas Make all creatures -2/0 until end of turn.	INS	C	•••	•	DK, 4th

Name	Kind	CR	Rating	Cost	Sets Found
Mindstab Thrull Whenever this creature is not blocked, you may have it deal no damage and instead to force the defender to discard three cards. 2/2	SC	C	•••	•	FE, 5th
Minion of Lathrae Protection from black. During upkeep, sacrifice a creature if Lathrae does 5 damage to you, and taps. ••• Destroy a creature if Lathrae does 5 damage to you. 2/2	SC	R	•••	•	IA
Minion of Lathrae's Scepter Pay ••• during upkeep or take 2 damage. ••• Give target creature +1/+1 until end of turn. 4/3	SC	R	•••	•	IA
Minion of the Wastes Temple. When you pay a life of the Wastes, primary amount of life Wastes has power and toughness each equal to that amount. 1/1	SC	R	•••	•	IA
Mire Shade Sacrifice a swamp: Put a +1/+1 counter on Mire Shade. 1/1	SC	U	••	•	MG
Mischiefous Poltergeist Flying. Pay 1 life. Regenerate. 1/1.	SC	U	•••	•	WL
Microformant Put 3 cards from an opponent's graveyard on top of his library in any order.	INS	U	•••	•	AI
Mold Demon Sacrifice two swamps when Mold Demon comes into play or bury him. 6/4	SC	R	••	•	IG
Mole Worms Tap a land. As long as Worms remain tapped, that land does not untap as normal. You may choose not to untap Worms. 1/1.	SC	R	•••	•	IA, 5th
Moor Field Swampwalk. 3/3.	SC	C	•••	•	IA
Morgue Thrull Sacrifice Haze to Thrull. Put the top three cards of your library into your graveyard. 2/2.	SC	C	•••	•	SH
Morishin Flying. CR: 1 life. S/4	SL	R	•••	•	WL
Mortuary Whenever any creature is put into your graveyard from play, put that creature on top of your library.	EH	R	•••	•	SH
Murk Owl If Murk Owl enters attack and is not blocked, it gains +2/+0. 2/2	SC	C	•••	•	DK, 4th, 5th
Homeless Bore Temple. Sacrifice 1 life when casting Homeless Bore, whose is at most the total number of white cards of your opponents have in play and in their graveyards. 1/1.	SC	R	••	•	DK
Necrotog Remove the top creature card in your graveyard from the game. +2/+2 until end of turn. 1/2.	SC	U	•••	•	WE
Necrotic If Necrotic attacks and isn't blocked, you may have it deal no damage and sacrifice it to bury a target creature controlled by the defending player. 2/2.	SC	C	•••	•	FE, 5th
Necromancy You may play Necromancy as an instant; if you do, bury it at end of turn. When Necromancy comes into play, put that creature into play or, if already played and Necromancy becomes an enchantment that targets the creature it names, leaves play, and the creature.	EH	U	•••	•	VS
Necropotence Pay 1 life to set aside the top card of your library. Add it to your hand at the start of your next discard phase. 5/5	SC	R	•••	•	IA, 5th
Necrosavant Sacrifice a creature. Put Necrosavant into play. Use this ability only during your upkeep and only if Necrosavant is in your graveyard. 5/5	SC	R	•••	•	VS

Name	Kind	CR	Rating	Cost	Sets Found
Odylic Wrath Swampwalk. If Odylic Wrath damages any player, that player chooses and discards a card. 2/2	SC	U	•••	•	WL
Order of the Ebon Hand Protection from white. ••• +1/+0 ••• Fast strike. 2/1	SC	C	••••	•	FE
Oublette Place target creature out of play. If Oublette leaves play, creature returns tapped.	EH	C	•••	•	AN
Painful Memories Put a target opponent's card on top of his or her library.	SOR	U	•••	•	MG
Paralyze Tap target creature. Target creature doesn't untap as normal. Creature's controller may spend • to untap during upkeep.	EC	C	•••	•	JUR, 4th, 5th
Peish Destroy all green creatures. Those creatures cannot be regenerated this turn.	SDP	J	••••	•	TM
Pestilence Do 1 damage to each creature and all players. Bury Pestilence if there are no creatures in play at the end of any turn.	EH	C	•••	•	LUR, 4th, 5th
Pestilence Rats equals the number of other Rats in play. 1/3.	SC	C	••	•	IA
Phantom Fledgling +1/+1 until end of turn. ••• Switch Fledgling's power and toughness until end of turn. 1/5.	SC	C	•••	•	AI
Phytaxian Boon As long as enchanted creature is black, it gets +2/+1, otherwise it gets 1/2.	EC	C	•••	•	AI
Phytaxian Gremlins Tap an artifact. As long as Gremlins are tapped, that artifact does not untap as normal. You may choose not to untap Gremlins. 1/1.	SC	C	•••	•	AO
Phytaxian Tribute Sacrifice two creatures. Destroy target artifact.	SOR	R	••	•	MG
Pillar Tombs of Aku During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.	EH	R	•••	•	VS
Pit Imp Flying. Pit Imp gets +1/+0 until end of turn. You cannot spend more than • in this way each turn. 0/1	SC	C	••	•	TM
Pit Scorpion If Scorpion damages opponent, opponent gets 1 poison counter. 1/1	SC	C	••	•	IG, 4th, 5th
Plague Rats Power and toughness equal number of Plague Rats in play. 1/1	SC	C	••	•	LUR, 4th, 5th
Pox Each player sacrifices 1/3 of their life, then they must discard 1/3 of the cards in their hand; then they must sacrifice 1/3 of their creatures; finally they must sacrifice 1/3 of their lands. Round each loss up.	SOR	R	•••	•	A, 5th
Priest of Yawgmoth Sacrifice an artifact and • equal to its cost to your mana pool. 1/2	SC	C	••	•	AO
Purroy of Urborg First strike when attacking. ••• Put a +1/+1 counter on Purroy. Use only when a black spell is cast and only once for each spell. 2/3	SL	R	•••	•	MG
Python Flying. 3/7	SC	C	•••	•	VS
Quagmire Creatures with swampwalk may be blocked as normal.	EN	U	••	•	IG
Robid Rats Target blocking creature gets -1/-1 until end of turn. 1/1.	SC	C	••	•	SH
Rag Man Enemy opponent's hand. Opponent must randomly discard a creature, if any are in hand. 2/1.	SC	R	••	•	DK, 4th, 5th
Rain of Tears Destroy target land.	SOR	U	•••	•	TM
Raise Dead Bring a creature from your graveyard into your hand.	SOR	C	•••	•	LUR, 4th, 5th
Rats of Bath Destroy target artifact, creature, or land you control. 2/1	SC	C	••	•	TM
Ravenous Vampire Flying. During your upkeep, sacrifice a non-artifact creature and put a +1/+1 counter on Vampire, or tap Vampire. 3/3.	SC	U	•••	•	MG
Razorooth Rats Cannot be blocked except by artifact creatures and black creatures. 2/1	SC	C	••	•	WL
Reanimate Put target creature card from any graveyard into play under your control. Lose life equal to that creature's total casting cost.	SOR	U	•••	•	TM
Reckless Spite Destroy two nonblack creatures. Lose 5 life.	INS	U	•••	•	TM
Reign of Terror Pay 1 life for each green creature. Lose 2 life for each creature.	SOR	U	••	•	MG
Restless Dead Regenerate Restless Dead. 1/1.	SC	C	•••	•	MG
Revenant Flying. Revenant has power and toughness each equal to the number of creature cards in your graveyard. 1/1	SC	R	•••	•	SH
Ritual of the Machine Sacrifice a creature. Gain control of a non-black, non-artifact creature.	SOR	R	•••	•	AI
Royal Assassin Destroy any tapped creature. 1/1.	SC	R	••••	•	LUR, 4th
Sacrifice Sacrifice a creature to get • equal to that creature's casting cost.	INS	U	•••	•	LUR
Seductive Gles Whenever any creature is put into any graveyard from play, put a +1/+1 counter on enchanted creature.	EC	C	••	•	TM
Sorcery When Sorcery comes into play, put a Zombie token into play. Treat this token as a 2/2 black creature. During your upkeep, if there are no Zombies in play, Sorcery deals 1 damage to you.	EH	R	••	•	TM
Sootie Zombies 2/2	SC	C	••	•	JUR, 4th, 5th
Scouring Ghoul At the end of turn, add a counter for each other creature placed in the graveyard that turn. Discard a counter to regenerate Ghoul. 2/2	SC	U	••	•	LUR, 4th
Screaming Harpy Flying. 1 • Regenerate Screaming Harpy. 2/2	SC	U	•••	•	TM
Season of the Witch At end of each player's turn, bury all untapped creatures that could have attacked but didn't. Pay 2 life during upkeep or Season is destroyed.	EH	R	•••	•	■
Seruzes When target creature becomes tapped, that creature's controller must pay • or Seruzes does 3 damage to him.	EC	C	••	•	IA
Sengia Autocrat When Autocrat comes into play, put 3 smart tokens into play. Smart these as 0/1 black creatures. If Autocrat starts play, snuff your smarts. 2/2	SC	R	•••	•	HL, 5th

KILLER COMBOS



Ensnaring Bridge and Cursed Scroll: Cursed Scroll is one of the most popular raids in Magic these days, with good reason: knock your hand down in one card and it's guaranteed to dole out two points of damage every turn. With Ensnaring Bridge you can really put the screws to your opponent, preventing all but his wispiest creatures from attacking—and those are likely to be mopped off by the Cursed Scroll.

Marsh Lurker Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures. 3/2	SC	C	••	•	TM
Megrin Whenever any opponent discards a card, Megrin deals 2 damage to him.	EH	U	••	•	SH
Mind Peel Buyback. ••• Target player chooses and discards a card.	SOR	U	••	•	SH
Mind Royal Target player must discard a card. Draw a card at the beginning of the next turn's upkeep.	SOR	C	••	•	IA, 5th
Mind Twist Opponent must randomly discard a card from his hand.	SOR	R	••••	•	LUR, 4th
Mind Warp Look at a player's hand and make him discard X cards of your choice.	SOR	U	••	•	IA, 5th
Mind Whip During target creature's controller's upkeep, Mind Whip does 2 damage to that player and taps the creature if he does not pay •.	EC	R	••	•	IA
Mindwing Silver Each Silver gains •. Sacrifice this creature: Target player discards a card at random. Play this ability as a sorcery. 2/2	SC	L	••	•	TM

Nekrotog Fast strike. When Nekrotog comes into play, bury target nonartifact, nonblack creature. 2/1.	SC	U	•••	•	VS
Nether Shadow If three creatures are above Shadow in graveyard, it can return to play during controller's upkeep. Unaffected by summoning sickness. 1/1	SC	R	•••	•	LUR, 4th, 5th
Nether Yoid As spells are countered unless their controller spends an additional •.	EH	R	••••	•	IG
Nettling Imp Target non-wall creature must attack or DIE! 1/1 at end of turn. 1/1	SC	U	••	•	U, P
Nightmare Flying. Power and toughness equal number of swamps controller has. 1/1	SC	R	•••	•	LUR, 4th, 5th
Nocturnal Raid Whenever you get +2/+0 until end of turn.	INS	U	••	•	MG
Norrit Tap a like creature. • Opponent's target non-wall creature must attack or be destroyed at end of turn. 1/1	SC	C	••	•	IA
Ork of Lim-Dul For each point of damage you take or if you lose, sacrifice one of your permanents or discard a card from your hand. ••• Draw a card.	EH	R	••	•	IA

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Sangir Bat Flying. For each creature put into the graveyard in the same turn that it was damaged by Bats, Bats receive +1/+1. 1/2	SC	C	●●	3 ●●●	HL	Sung Aia Assassin Assassin cannot be blocked except by white or black creatures. If Assassin attacks and is not blocked, defending player gets a poison counter 1/1	SC	L	●●	1 ●●●	VS	Uncle Ispan All damage done to Uncle Ispan by creatures is reduced to zero. 1/3.	SC	U	●●	1 ●●●●	DK 4th
Sangir Vampire Flying. For each creature put into the graveyard in the same turn that it was damaged by Vampire, Vampire receives +1/+1. 4/4	SC	L	●●●●	3 ●●●	1, U, R, 4th	Swamp Mosquito Flying. If Mosquito is not blocked, defender gets a poison counter 0/1	SC	L	●●	1 ●●	AU	Unholy Strength Target creature gets +2, -1	EC	C	●●●	●	1, U, R, 4th, 5th
Serpent Warrior When Serpent Warrior comes into play, lose 3 life. 3/3	SC	C	●●	2 ●●	SH	Syphon Soul Do 2 damage to all players except caster. Gain life equal to total damage dealt	SOR	P	●●	2 ●●	LG	Urborg Justice Target opponent loses a number of creatures he or she controls equal to the number of creatures put into graveyard from play so far this turn	INS	P	●●	●●	WL
Servant of Valravn If Servant of Valravn leaves play, sacrifice a creature. 3/3.	SC	C	●●	2 ●●	TM	Tainted Specter Flying. If Tainted Specter attacks, Target chooses a card from her hand and then either discards it or puts it on top of her library. If it is discarded, Specter deals 1 damage to each creature and player. Play as a sorcery. 2/2	SC	R	●●	3 ●●	MG	Urborg Mindcutter Sacrifice Urborg Mindcutter. Target opponent discards a card at random. Play this ability as a sorcery. 2/2	SC	P	●●	3 ●●	VS
Sewers of Estark If target creature is attacking, it may not be blocked until end of turn. If it is blocking, it deals no damage and takes no damage	INS	R	●●	2 ●●	PR	Tacklemogul Give target a -0/-1 counter during controller's upkeep. If creature dies, controller chooses a new target. If no target, Tacklemogul becomes an enchantment and does 1 damage during upkeep to its last controller	EC	U	●●	2 ●●	1, G, CH	Urborg Panther Sacrifice a Panther. Destroy target creature blocking Panther. Sacrifice Feral Hydra, Bristletoad, and Urborg Panther. Search your library for Spirit of the Night and put it into play as though it were just played. 2/2	SC	C	●●●	2 ●●	MG
Sewer Rats Pay 1 life +1/+0 until end of turn. You cannot spend more than ●●● in this way each turn. 1/1	SC	C	●●●	●	MG	Tar Pit Warmer If Tar Pit Warmer is the target of a spell or effect, bury Warmer. 3/4	SC	C	●●●	2 ●●	VS	Urborg Stalker During each player's upkeep, if that player controls any non-hand permanents that are not basic, Strike deals 1 damage to that player. 2/4	SC	C	●●●	3 ●●	WL
Shadow Guildmage Put target creature you control on top of owner's library. Guildmage deals 1 damage to any target and 1 damage to you. 1/1	SC	C	●●●	●	MG	Tendrils of Despair Sacrifice a creature: Target opponent chooses and discards two cards	SOR	C	●●	●	WL	Vampire Bats Flying. Give Bats +1 -0 until end of turn. Only ●●● may be spent this way per turn. 0/1	SC	C	●●●	●	1, G, 4th, 5th
Shadow Rider Flying. 3/3.	SC	C	●●●	●●●	WL	Terror Bury target creature. Cannot target black or artifact creatures.	INS	C	●●●	●	1, U, R, 4th, 5th	Vampiric Tutor Pay 2 life. Search your library for any one card. Shuffle your library. Then put that card on top of your library	INS	R	●●●	●	VS
Shallow Grave Put top creature from your graveyard in play. Creature is unaffected by summoning sickness and is removed from game at end of any turn	INS	R	●●●	1 ●●	MG	Thruil Champion All Thruil get +1. Take control of target Thruil. When Thruil Champion leaves your control or play, you lose control of it. 2/2	SC	R	●●●	●	FE	Vampirism Enchanted creature gets +1. For each other creature you control, all other creatures you control get +1	EC	U	●●●	1 ●●	VS
Shattered Crypt Return X creatures from your graveyard to your hand and lose X life	SOR	C	●●●	●●●	WL	Thruil Retriever Give target +1/+1. Sacrifice Retriever to regenerate the creature	EC	U	●●●	●	FE 5th	Veldrona of Sengir 1 ●●● Veldrona gets Haste and 3/0. 5/5	SC	C	●●●	●	HL
Shrouk, Endbringer Flying. Shrouk cannot attack if there is another creature in play. During your upkeep, lose 3 life. Remove target creature from the game and put a +1/+1 counter on Shrouk. 5/5	SC	R	●●●	●	MG	Thruil Wizard 1 ●●● Counter black spell unless caster pays an additional ● or 3. 1/1	SC	C	●●●	●	HL	Wake of Vultures Flying. 1 ●●● Sacrifice a creature. Regenerate Wake of Vultures. 3/1	SC	C	●●●	●	VS
Shimian Night Stalker Redirect damage done to you by an attacking creature to Stalker. 4/4	SC	U	●●●	3 ●●●	1, G, CH	Timmerian Fiends Sacrifice Timmerian Fiends. Bury target opponent's artifact and put it in a zone graveyard. Put Timmerian Fiends into the graveyard. This change is permanent. Opponent may ante an additional card to counter this effect. 1/1	SC	P	●●●	●	HL	Walking Dead Flying. 1 ●●● Regenerate Walking Dead. 1/1	SC	C	●●●	●	1, G
Simulacrum Redirect all damage done to you this turn to one of your creatures.	INS	J	●●●	●	1, J, R, 4th							Wall of Bones Regenerate Wall of Bones. 1/4	SC	U	●●	●	1, U, R, 4th, 5th
Skullcrusher Destroy a land.	SOR	C	●●●●	●●	1, U							Wall of Corpses Sacrifice Wall. Destroy target creature blocked by Wall. 0/2	SC	C	●●●	●	MG
Skeleton Scavengers Skeleton Scavengers comes into play with one +1/+1 counter on it. Pay 3 for each -1/+1 counter on Skeleton Scavengers. Regenerate Skeleton Scavengers and put a +1/+1 counter on it. 0/0	SC	R	●●●	2 ●●	SH							Wall of Putrid Flesh Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0. 2/4	SC	U	●●●	●	1, G
Skulking Ghost Flying. If Ghost is the target of a spell or effect, bury Ghost. 2/1	SC	C	●●●	1 ●●	MG							Wall of Shadows Damage done to Wall by creatures is blocked. If Wall of Shadows may not be targeted by effects targeting only walls. 0/1	SC	C	●●●	1 ●●	1, G, CH
Skystroam Vampire Flying. Discard a creature card. Vampire gets +2/-2 until end of turn. 3/3	SC	U	●●●	3 ●●●	TM							Wall of Souls Whenever Wall of Souls deals combat damage, it deals an equal amount of damage to target opponent. 0/4	SC	U	●●●	1 ●●	SH
Soldier Adnala Sacrifice a black or artifact creature to add an amount of ● equal to that creature's casting cost to your mana pool. 1/2	SC	C	●●	1 ●●	AU							Wall of Tombstones The number of creatures in your graveyard. 0/1	SC	J	●●●	1 ●●	1, G
Songs of the Damned Add ● to your mana pool for every creature in your graveyard	INS	C	●●●	●	1A							Warp Artifact Do 1 damage to target artifact's controller during upkeep.	EA	R	●●●	●	1, U, R, 4th, 5th
Sorceress Queen Target creature becomes 0/2 until end of turn. 1/1	SC	R	●●●●	1 ●●	AH, R, 4th, 5th							Wave of Terror At the end of your upkeep, bury each creature with casting cost equal to Wave of Terror's last paid cumulative upkeep.	EN	R	●●●	●	WL
Sou. Burn Do one damage to any target for each ● or ● spent above the casting cost. Gain one life for each ● spent in this way.	SOR	C	●●●	2 ●●	1A							Weakness Target creature loses 2/1	EC	C	●●●	●	1, U, R, 4th, 5th
Soul Exchange Remove a creature from the game to put a creature from your graveyard in play. Add a +2/+2 counter if you sacrificed a Thruil	SOR	L	●●●	●●	FE							Wicked Reward Sacrifice a creature. Target creature gets +4 -2 until end of turn	INS	C	●●●	1 ●●	VS
Soul Kiss Pay one life to give enchanted creature +2/+2 until end of turn. You may spend no more than ●●● in this way each turn	EC	C	●●●	2 ●●	1A							Will O' The Wisp Flying. 1 ●●● Regenerate Will O' The Wisp. 0/1	SC	R	●●●	●	1, U, R, 4th
Soul Rend Bury target white creature. Conting	INS	L	●●●	3 ●●	MG							Withering Boon Pay 1 life. Counter target sorcery spell	INT	L	●●●	1 ●●	MG
Southernak Target creature you control gets +7/+0 until end of turn, where 7 is the number of creature in your graveyard. Bury creature at end of turn.	INS	C	●●●	●	MG							Withering Wisp Do 1 damage to all creatures and players. You cannot spend more than the number of opponent's permanents you control. Destroy it if there are no opponent's permanents in play at end of turn	EN	L	●●●	1 ●●	1A
Souldrinker Pay 3 life. Put a +1/+1 counter on Souldrinker. 2/2	SC	C	●●●	3 ●●	TM							Word of Binding Enchant creature	SOR	C	●●●	●●●	DK 4th
Spinal Graft Enchanted creature gets +3 +3. If enchanted creature is the target of a spell or ability, destroy the creature. Creature cannot regenerate this turn	EC	C	●●●	1 ●●	TM							Word of Command Play any spell from opponent's hand using his available lands	INS	P	●●	●●	1, U
Spinning Darkness You may remove the top 3 black cards in your graveyard from game instead of paying casting cost. Do 3 damage to target nonblack creature. Gain 3 life	INS	C	●●●	●●●	WL							Worms of the Earth Flying. 1 ●●●	EN	R	●●●	●●●	DK
Spirit of the Night Flying. Complete protection from black. First strike when attacking. Spirit of the Night is unaffected by summoning sickness. 0/5	SC	R	●●●	●●●	MG							Wretched The After combat, take control of all creatures blocking The Wretched. Lose control of such creatures. Wretched moves 0/4 at your control. 2/3	SC	R	●●●	3 ●●●	1, G, CH, 5th
Spirit Shackle Put a -0/-2 counter on target creature every time it taps	EC	J	●●	●●	1, G, 4th							Xenic Poltergeist Whenever Xenic Poltergeist enters play, it enters play with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1	SC	P	●●●	1 ●●	AQ 4th, 5th
Spills of Evil Add ● to your mana pool and gain 3 life for each artifact or creature in target opponent's graveyard	INT	R	●●●	●	1A							Yawgmoth Demon Flying. During your upkeep, sacrifice one of your artifacts or nonland Demons and does 2 damage to you. 6/6	SC	R	●●●	4 ●●●	AQ, CH
Spills of War Put X +1/+1 counters on any number of creatures. X is equal to the number of creatures and artifacts in target opponent's graveyard	SOR	R	●●●	●●●	1A							Zombie Moser Removes in play gain swampwalk and may regenerate for 2/3.	SC	R	●●●	1 ●●	1, U, R, 4th, 5th
Stench of Decay All nonartifact creatures get 1/1 until end of turn	INS	C	●●●	1 ●●	1A							Zombie Mob Removes to play with one +1/+1 counter. For each summoning in your graveyard, remove all of those cards from the game. 2/0	SC	U	●●●	2 ●●	MG
Stench of Evil Destroy all plains. Each player takes one damage for each plains he loses this way, but may pay ● for each point he wishes to prevent.	SOR	J	●●●	2 ●●	1A							Zombie Scavengers Remove a top card in your graveyard from the game. Regenerate 3/1	SC	U	●●●	2 ●●	WL
Stone-Throwing Devils First strike. 1/1	SC	C	●●●	●●	AH												
Strands of Night Pay 2 life. Sacrifice a swamp. Put target creature card from your graveyard into play	EN	J	●●●	2 ●●	WL												
Stromgald Cabal Pay 1 life to counter a white spell. 2/2	SC	R	●●●	●●	1A, 5th												
Stromgald Spy If Spy attacks and is not blocked, you may have it deal no damage to make defending player play with his hand face up on the table. 2/4	SC	U	●●●	●●	AU												
Stronghold Assassin Sacrifice a creature. Destroy target nonblack creature. 2/1	SC	P	●●●	1 ●●	SH												
Stronghold Taskmaster All other black creatures get 1/1. 4/3	SC	J	●●●	2 ●●	SH												
Stupor Opponent discards a card at random, then chooses and discards a card.	SOR	L	●●●●	2 ●●	MG												

FANTASTIC FOUR-STAR



Necropotence
Necropotence

1 ●●●●

Discard your draw phase. Whenever you discard a card, remove it from the game. You may use the graveyard as a mana pool for the duration of this spell.

Mark Taper

Even though it's the cornerstone of the best deck of all time, Necropotence doesn't here, surely reserves five stars. It is undeniably one of the most awesome, one-drawing engines in the game, but severe deck restrictions keep it from reaching the five-star plateau.

Name	Kind	CR	Rating	Cost	Sets Found
Abandon Sacrifice enchanted creature. Gain control of enchanted creature. Creature is put into graveyard, put that creature into play, under its owner's control	EC	C	●●●	2 ●●	WL
Abjure Sacrifice a blue permanent. Counter target spell	INS	C	●●●	●	WL
Acid Rain Destroy all forests in play	SOR	P	●●●	3 ●●	1, G
Aether Storm Whenever a spell may be cast, anyone may pay 4 life to bury Storm	EN	U	●●●	3 ●●	HL, 5th
Air Elemental Flying. 4/4	SC	J	●●●	3 ●●●	1, J, R, 4th, 5th
Armageddon Look at target player's hand. Target discards all non-hand cards.	SOR	U	●●●●	3 ●●●●	DK

- Restricted
- Banned in Type 1.5 only
- ART Artifact
- AU Ancient
- CU Combo
- EA Enchant
- FE Enchantment
- EW Enchant
- LAN Land
- SC Summon
- Banned in Extended only
- Banned in Standard only
- AC Artifact Creature
- CC Current
- EC Enchant Creature
- EN Enchantment
- EW Enchant
- INT Interrupt
- MAN Mana
- MS Mana Source
- SC Summon Creature
- SL Summon Legend
- SOR Sorcery

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Name	Kind	CR	Rating	Cost	Sets Found
Ancestral Knowledge	EN	R	●●●●	●●	WL
CU: ● When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.					
Ancestral Memories	SOR	R	●●●	●●●●	MG
Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.					
Ancestral Recall	MS	R	●●●●●	●	LU
Target player draws three cards.					
Animate Artifact	EA	U	●●	●●●	LU, R, 4th
Target non-creature artifact becomes an artifact creature with power and toughness equaling its casting cost; target retains original abilities.					
Anti-Magic Aura	EC	C	●●●	●●●	G, 5th
Destroy all enchantments on target creature. Enchanted creature cannot be targeted by any other instants, sorceries, or enchantments.					
Apathy	EC	C	●●●	●	WL
Enchanted creature does not untap during its controller's untap phase. Banning the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.					
Apprentice Wizard	SC	C	●●	●●●●	DK, 4th
● Add ● to your mana pool. 0/1					

KILLER COMBOS

Enchantment

Skip your draw phase. Whenever you play a card, draw a card.

During your draw phase, you can't discard a card.

— Paul Rietveld

Artifact

→ Draw a card, then discard it out of your hand if you have no cards in your hand.

Quote: "If that's that?"
I said: "It's a magical book."
Quote: "An instant enough to use it."
I said: "Yes, sir."

— Mike, Julio Barob

Recycle and Fool's Tome: Only a fool would let his hand size drop to zero with a Recycle in play. Fortunately, there's an antidote for just such a person. Should you get outnumbered by discard spells while trying to Recycle to keep the cards coming, Fool's Tome lets you get back on your feet. Now, if they add just those tons who'll use the Omnitrooper is a good old

Arcane Denial	INT	C	●●●●	●●	AI
Counter target spell. That spell's costlier may draw up to two cards at the beginning of the next turn. Counter.					
Argonian Restoration	SOR	U	●●	●●●●	WL
Put target artifact card from your graveyard into play.					
Artifact's Ascent	EN	C	●●●●	●●	IA
CU: ● Target creature gains flying until end of turn.					
Avizoa	SC	R	●●●	●●	WL
Flying. Skip your next untap phase. Avizoa gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.					
Awesome Presence	EC	C	●●●	●	AI
Enchanted creature can't be blocked unless defending player pays an additional ● for each creature assigned to block it.					
Azmatot Drake	SC	C	●●	●●●	MG
Flying. ● +1/+0 until end of turn. You cannot spend more than ● in this way each turn. 1/3.					
Azure Drake	SC	U	●●	●●	G, CH, 5th
Flying. 2/4.					
Backfire	EC	U	●●	●	LG, 4th
For each point of damage dealt you take from target creature, Backfire does a point of damage to creature's controller.					
Bak's Curse	SOR	P	●●	●●●	HL
Do 2 damage to each creature for each enchantment on that creature.					
Baldovan Conqueror	SC	J	●●	●●	IA
Turn a now-covered land into a 2/2 creature until end of turn. 0/2.					
Baldovan Shaman	SC	J	●●	●●	IA
Change the text of a white enchantment you control that doesn't have a mana cost by replacing any ● with ● and any ● with ●. That enchantment now has (●).					
Bay Falcon	SC	C	●●	●●	MG
Flying. Attacking does not cause Bay Falcon to tap.					
Bazaar of Wonders	EN	R	●●●	●●●	MG
Remove all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in an graveyard.					
Beastly Behemoth	SC	R	●●●	●●●●	TM
7/6.					
Beothic Explorers	SC	C	●●●	●●	AI
Untap large-tapped land an opponent controls to add one mana at any type that land produces to your mana pool. 2. 4.					
Betrayer	EC	C	●●	●	YS
Play only on a creature an opponent controls. If enchanted creature becomes tapped, draw a card.					

Name	Description	Kind	CR	Rating	Cost	Sets Found
Binding Grasp	Pay 1 ● to name upkeep or bury Binding Grasp. Gain control of target creature whose name begins with ●.	EC	J	●●●	●●	IA, 4th
Blue Elemental Blast	Counter a red spell being cast or destroy a red card in play.	INT	C	●●●●	●	LU, R, 4th
Boomerang	Return target permanent to owner's hand.	MS	C	●●●	●●	LG, CH, MG, 5th
Bracegirdler	Target player must draw X cards.	SOR	R	●●●●	●●●	LU, R
Brainstorm	Draw three cards, then put any two cards from your hand on top of your library in any order.	INT	R	●●●●	●●	IA, 5th
Breath of Dreams	CU: ● Green creatures remain on additional CU: ●.	EN	U	●●	●●●	IA
Breezekeeper	Flying, phasing. 4/4.	SC	C	●●●	●●	YS
Brine Hag	If Brine Hag goes to the graveyard, all creatures that dealt damage to Hag that turn become 0/2 permanently. 2. 2.	SC	U	●●	●●●●	LG
Browse	●●● Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.	EN	U	●●●	●●●	AI
Capsize	Return target permanent to owner's hand.	MS	C	●●●●	●●	TM
Cerulean Wyvern	Flying, protection from green. 1/3.	SC	U	●●●	●●	MG
Chain Slashes	Tap or untap target creature. Controller of target creature may pay ●● to have Chain Slashes tap or untap another target creature.	MS	R	●●	●●	HL
Chill	Red spells cost an additional ● to play.	EN	U	●●	●●	TM
Chronoson	Skip your next turn. Chronoson gets +3/+3 until end of turn. Use this ability only once each turn. 1/2.	SC	R	●●●	●●	YS

Deep Spawn	Take top 2 cards from your library and put them in your graveyard during upkeep or during Setup. Spawns may not be target of spells or effects unless end of turn. Top Spawns if it was untapped. Does not untap as normal during your next untap. b/6.	SC	U	●●	●●●●	FE
Deep Water	All mana-producing lands under your control produce ● until end of turn instead of their usual mana.	EN	C	●●	●	DK
Deflection	Target spell with one target now targets a target of your choice.	INT	R	●●●●	●●	IA, 5th
Desertion	Counter target spell. If that spell is an artifact or sorcery spell, put that card into play under your control as though it were just played.	INT	P	●●●●	●●●	YS
Devouring Deep	Islandwalk. 1/2.	SC	C	●●	●●	IG
Diminishing Returns	Each player shuffles his hand and graveyard into his library. You remove the top 10 cards of your library from game. Each player draws up to 7 cards.	SOR	U	●●●●	●●●	AI
Dismiss	Counter target spell. Draw a card.	INT	J	●●●●	●●●	TM
Disrupt	Counter target instant, interrupt, or sorcery spell unless its costler pays an additional ●. Draw a card.	MS	C	●●	●	WL
Disrupt	Counter target spell. Remove that card from the game.	INT	U	●●●●	●●●	MG
Draigo's Restoration	Take as many artifacts as you like from target player's graveyard and place them on top of his library in any order.	SOR	C	●●	●	AD
Drain Power	Target opponent's lands for mana and draw all mana at his pool into yours.	SOR	R	●●●●	●●●	LU, R, 4th, 5th
Dream Cache	Draw three cards. Choose two cards from your hand and put both on either the top or the bottom of your library.	SOR	C	●●●	●●	MG, TM
Dream Cool	During your upkeep you may change target creature's color.	EC	U	●●	●	LG
Dream Fighter	Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out. 1/1.	SC	C	●●	●●	MG
Dream Halls	Instead of paying the casting cost for a spell of any color, its costler may choose not to discard a card that shares at least one color with that spell. If the spell has X in its casting cost, X is 0.	EN	R	●●	●●●	SH
Dream Weaver	Dream Weaver is unblockable as long as no other creatures are attacking. 1/5.	SC	R	●●●	●●	SH
Dream Tides	Creatures do not untap during their controller's untap phase. Each nongreen creature's controller may pay an additional ● during his or her upkeep to untap that creature.	EN	U	●●	●●●	YS
Dreams of the Dead	● Put a white or black creature from your graveyard into play. That creature now has CU: ●. If creature leaves play, remove it from game.	EN	U	●●	●●●	IA
Drowned	Regenerates. 1/1.	SC	C	●●	●	DK
Duplicity	When Duplicity comes into play, put the top five cards of your library face down on Duplicity. During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity. At the end of your turn, discard a card if the number of Duplicity's face-down cards on it is the owner's graveyard.	EN	R	●●	●●●	TM
Elder Spawn	Cannot be blocked by red creatures. Sacrifice an island during upkeep or during Elder Spawn and lose 6 life. 6/6.	SC	R	●●●	●●●	IG
Electric Eel	●● +2/+0 and Eel does 1 damage to you 1.	SC	U	●●	●●	DK
Enchantment Alteration	Switch target enchantment from a creature to another or from a land to another. The enchantment's controller does not change.	INS	U	●●●	●	LG, CH
Energy Flux	Each artifact requires ● during upkeep or it must be destroyed.	EN	U	●●	●●	AO, R, 4th, 5th
Energy Tap	CU: target untapped creature you control. Add (colorless mana equal to target creature's casting cost) to your mana pool.	SOR	C	●●	●●	G, 4th
Energy Vortex	At the beginning of your upkeep, remove all counters from Vortex. During target opponent's upkeep, he pays 1 for each counter on Vortex, or he takes a grand total of 3 damage. Put X counters on Vortex. Use this ability only during your upkeep.	EN	R	●●●	●●●	MG
Energize	Tap target creature, land, or artifact. Contrip.	INS	C	●●	●●	IA, 5th
Erosion	Destroy target land unless controller pays ● or pays 1 life during upkeep.	EN	C	●●●	●●	DK, 4th
Errant Minion	During target creature's controller's upkeep, Errant Minion deals 2 damage to him. He may pay ● for each damage he wishes to prevent.	EC	C	●●	●	IA
Etrai's Familiar	Phasing. If Etrai's Familiar leaves play, place the top 3 cards of your library into your hand. E to a Familiar cannot phase out until the beginning of your next upkeep. 2/2.	SC	R	●●	●●	WL
Etrai's Meddling	When target spell is successfully cast, put 2 delay counters on it. X cannot be removed during upkeep of that spell's coster. Remove a delay counter from the spell when the spell has no delay counters on it. It resolves.	INT	R	●●●	●●	TM
Escaped Shapeshifter	As long as you opponent controls any creatures with flying, Escaped Shapeshifter gains flying. This same is true for first strike, hump, and protection from any number. 3. 4.	SC	P	●●●	●●●	TM
Essence Hare	Target creature gets +2/+0. Put a 0/1 counter on the creature during each of its controller's upkeeps.	EC	C	●●	●●	IA
Ether Wall	Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.	MS	J	●●●	●●	MG
Evacuation	Return all creatures to owners' hands.	MS	R	●●●	●●●	SH
False Demise	If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.	EC	U	●●	●●	AI
Feedback	Do 1 damage to controller of target enchantment during upkeep.	EE	U	●●	●●	LU, R, 4th, 5th

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players guide

Name	Kind	CR	Rating	Cost	Sets Found
Mesmeric Treach CU. ④ Discard a card from your hand to throw a card.	EN	R	③	③	IA
Mind Bend Change the text of target permanent by replacing all instances of one color word or basic land type with another.	INS	U	④	③	MG
Mind Bomb Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.	SOR	U	③	③	DK,4th,5th
Mind Games Buyback: ③. Top target artifact, creature, or land.	INS	C	③	③	SH
Mind Harness CJ. ③ Gain control of target red or green creature.	CJ	R	③	③	MG
Mistfolk Counter any spell that targets Mistfolk. 1/2.	SC	C	③	③	IA
Mist Dragon Flying. ③. Loses flying. ③. Mist Dragon phases out. 4/4.	SC	R	③	③	MG
Monastic Silver Each Silver gains ③. Sacrifice this creature: Draw a card. 2/2.	SC	U	③	③	TM
Mushroom CU. ① Put a counter on target creature. During its controller's upkeep, he pays ① for each counter as the creature is destroyed. 1/1.	SC	R	③	③	IA
Mystical Tutor Search your library for an instant, enchantment, mana source, or sorcery and reveal that card to all players. Put the card back on top of your library.	INS	U	④	③	MG
Mystic Deceit All creatures lose flying and islandwalk.	EW	R	③	③	HL
Mystic Night CU. ③. Top land to give a creature +2/+2 until end of turn.	EL	R	③	③	IA
Mystic Retriever CU. ③. You may draw a card whenever target opponent successfully casts a non-creature spell. Opponent may pay ③ to counter this effect.	EL	R	③	③	IA
Mystic Veil You may play Mystic Veil as an instant; if you do, bury it at end of turn. Enchanted creature cannot be the target of spells or effects.	EC	C	③	③	VS
Narwhal Fast strike. Protection from red. 2/2.	SC	R	③	③	HL
Noble Benefactor If Benefactor is put into any graveyard from play, each player may search his or her library for one card and put that card into his or her hand. 2/2.	SC	U	③	③	WL
Old Man of the Sea Gain control of creature with power less than or equal to the Old Man's power. You may choose not to untap Old Man during your untap phase. You lose control of target creature if Old Man becomes untapped or if its power becomes greater than the Old Man's power. 2/3.	SC	R	③	③	AN
Ophidian Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and only once each turn. 1/3.	SC	U	③	③	WL
Ovinnomancer When Ovinnomancer comes into play, return three basic lands you control to owner's hand or bury Ovinnomancer. Return Ovinnomancer to owner's hand. Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as a 0/1 green creature. 0/1.	SC	U	③	③	VS
Paradigm Shift Remove all cards in your library from the game. Shuffle your graveyard into your library.	SOR	R	③	③	WL
Pearl Water Give X target creatures islandwalk until end of turn.	SOR	U	③	③	LG
Pendrell Mists Each creature gains "During your upkeep, pay ③ or bury this creature."	EN	R	③	③	WL
Phantasmal Forces Flying. Pay ③ during upkeep or Phantasmal Forces is destroyed. 4/1.	SC	U	③	③	LU,R,4th,5th
Phantasmal Mount Flying. Target creature you control, which has toughness less than 3 gains flying and gets +1/+1 until end of turn. If either creature leaves play before end of turn, bury the other. 1/1.	SC	U	③	③	A
Phantom Sphere Flying. At the beginning of your upkeep, put a +1/+1 counter on Sphere. During your upkeep, pay ① for each counter on Sphere. If Sphere leaves play, put an Dit token into play under opponent's control. Treat token as a blue flying creature, where "1" is the number counters on Sphere. 0/1.	SC	C	③	③	AI
Phantasmal Terrain Target land switches to any basic land type chosen by caster. 1 J,R,4th,5th	EL	C	③	③	LU,R,4th,5th
Phantom Warrior Flying. 3/3. Phantom Warrior is unblockable. 2/2.	SC	U	③	③	WL
Phantom Wings Enchanted creature gains flying. Sacrifice Phantom Wings: Return enchanted creature to owner's hand.	EC	C	③	③	WL
Pirate Ship Islandhome. ③. Do 1 damage to any target. 4/3.	SC	R	③	③	LU,R,4th,5th
Polar Kraken Trample. CU. Sacrifice a land. Comes into play tapped. 11/11.	SC	R	③	③	IA
Political Trickery Exchange control of one of your lands for one of opponent's lands.	SOR	R	③	③	MG
Polymerize Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.	SOR	R	③	③	MG
Portent You may look at the top three cards of one player's library. Either shuffle that library or put the cards back on top in any order. Casting.	SOR	C	③	③	IA,5th
Power Artifact Reduce the activation cost of a target artifact by 2 to a minimum of 1.	EA	U	③	③	AQ
Power Leak Enchantment's controller must pay ③ during upkeep or Power Leak does 1 damage to him for each unpaid mana.	EE	C	③	③	LU,R,4th

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Power Sink Counter-target spell unless its caster spends ③ mana from lands and mana pool. Spell's caster must spend.	INT	C	④	③	LU,R,4th,5th,TM	Reverberation Reduced damage from a sorcery to its caster.	MS	R	③	③	JG
Preconception During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.	EN	R	③	③	TM	Riptide Top all blue creatures.	MS	C	③	③	BK
Prodigal Sorcerer Target permanent becomes the color(s) of your choice.	SC	C	③	③	LU,R,4th,5th	River Marfolk Give River Marfolk islandhome until end of turn. 2/1.	SC	R	③	③	FE
Propaganda Each turn, each creature cannot attack unless its controller pays an additional 2 for that creature.	EA	U	③	③	TM	Rootwater Diver Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand. 1/1.	SC	U	③	③	TM
Prosperity Each player draws 3 cards.	SOR	U	③	③	VS	Rootwater Hunter Rootwater Hunter deals 1 damage to target creature or player. 1/1.	SC	C	③	③	TM
Psionic Blast Do 4 damage to any target and 2 damage to you.	INS	U	④	③	LU	Rootwater Matriarch Gain control of target creature as long as that creature has any enchantments on it. 2/3.	SC	R	③	③	TM
Psionic Unity Do 2 damage to any target and 3 damage to you.	SC	R	③	③	LG,4th	Rootwater Shaman You may play creature enchantments whenever you could play an instant. 2/2.	SC	R	③	③	TM
Psyrith Allegory Choose a color when cast. Do ③ damage to each card of this color on opponent's control during his or her upkeep. Sacrifice two islands during next upkeep or destroy Psyrith Allegory.	EN	R	③	③	DK	Sage Owl Flying. When Sage Owl comes into play, look at the top four cards of your library and put them back in any order. 1/1.	SC	C	③	③	WL
Psychic Plague Do ③ damage to any target. If opponent causes you to discard Psychic Plague, opponent loses 3 life.	SOR	C	③	③	IG	Sandbar Craneade Phasing. 6/5.	SC	C	③	③	MG
Psychic Transfer Compare your life total with target player. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.	SOR	R	③	③	MG	Sapphire Charm Choose one—Target player draws a card at the beginning of the next turn's upkeep, or target creature an opponent controls phases out, or target creature gains flying until end of turn.	INS	C	③	③	MG
Psychic Yarnom Do 2 damage to target land's controller whenever the land is tapped.	EL	C	③	③	LU,R,4th,5th	Sea King's Blessing Change color of any number of target creatures to blue until end of turn.	INS	U	③	③	LG
Psychic Vortex CU. Draw a card. At the end of each of your turns, sacrifice a land and discard your hand.	EN	R	③	③	WL	Sea Monster Monster cannot attack unless defending player controls any islands. 6/6.	SC	C	③	③	TM
						Sea Stryker Add ③ to your mana pool. Add ③ to your mana pool. 1/1.	SC	C	③	③	MG

KILLER COMBOS



Well of Knowledge and Winter Orb: The Well of Knowledge is a great source of cards. The problem is, the Well never dies up for you or your opponent. To keep your foe in check, ice things up with a Winter Orb. A few elves and other mana-rattles working overtime should let you keep the knowledge flowing.

Puppet Master If creature goes to the graveyard, return it to its controller's hand. You may pay ③ to return Master to its owner's hand if this happens.	EC	U	③	③	LG,CH
Rainbow Streak Flying. ③. Rainbow Effect phases out. 3/1.	SC	R	③	③	VS
Raincoat Look at the top five cards of target player's library. Put any number of those cards on the bottom of the library in any order and the rest on top.	SOR	U	③	③	SH
Ray of Command Untap target creature controlled by opponent and take control of it until end of turn. Creature is unaffected by summoning sickness.	INS	C	③	③	IA,MG,5th
Ray of Enfeeblement Target player puts the top card of his library in his graveyard. Casting.	VS	C	③	③	IA
Reality Sapper Target artifact, creature, or land phases out.	INS	C	③	③	MG
Reality Twist CU. 1. Instead of the normal mana production, seamounts produce ③, mountains produce ③, and forests produce ③.	EL	R	③	③	IA
Rebound Target spell, which targets only a single player, targets another player of your choice instead.	INT	U	③	③	SH
Recall Sacrifice X cards in hand, up to 5 cards from your graveyard into your hand, then remove Recall from game.	SOR	U	③	③	TG,CH,5th
Reconstruction Summon artifact from your graveyard into your hand.	SOR	C	③	③	AQ,R
Reef Pirates If Reef Pirates damage an opponent, opponent takes the top card from his library and puts it in his graveyard. 2/2.	SC	C	③	③	H,5th
Reins of Power You and target opponent each untap and gain control of all creatures the other controls until end of turn. Those creatures are unaffected by summoning sickness this turn.	INS	R	③	③	SH
Reverser Return target instant, interrupt, or sorcery from any graveyard to your hand.	SOR	J	③	③	WL
Refract Play on one of your opponent's artifacts. When target artifact is tapped, you may do 1 damage or give 1 life to any player.	EA	P	③	③	LC,4th
Remove Soul Counter target summon spell.	INT	C	③	③	LG,CH,5th
Rise Untap all your lands. May only be played during opponent's turn.	INT	U	③	③	LG
Raveko, Wizard Savant Do 2 damage to any target. Raveko does not untap next turn. 0/1.	SC	R	③	③	HL

Sea Serpent Islandhome. 5/5.	SC	C	③	③	LU,R,4th,5th
Sea Spirit +1/+0 until end of turn. 2/3.	SC	U	③	③	IA,5th
Sea Spirit Flying. Protection from red. 1/1.	SC	U	③	③	HL,5th
Sea Troll Regenerate. Use this ability only during a turn in which Sea Troll was blocked by or in which Sea Troll blocked a blue creature. 2/1.	SC	U	③	③	HL
Seasinger Islandhome. Gain control of target creature if its controller controls at least one island. You lose control of creature if Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped during your untap phase. 0/1.	SC	U	③	③	FE,5th
Seagrim Leviathan Islandwalk. 3/3.	SC	U	③	③	LG,4th,5th
Serenidib Djinn Flying. Sacrifice one of your lands during upkeep. Take 3 damage if the destroyed land is an island. 5/6.	SC	R	③	③	AH,R
Serenidib Elfreet Flying. Does 1 damage to you during upkeep. 3/4.	SC	R	③	③	AH,R
Shadow Rift Target creature gains shadow until end of turn. Draw a card.	INS	C	③	③	TM
Shower of Damage Target creature gets fast strike. Target creature gets +1/+0.	SC	C	③	③	MG
Shimmer When you play Shimmer, rack a land type. Those lands gain phasing.	EN	R	③	③	MG
Shimmering Elfreet Flying, phasing. When Elfreet phases in, target creature phases out. 2/2.	SC	U	③	③	VS
Shimmering Wings Enchanted creature gains flying. Return Wings to owner's hand.	EC	C	③	③	TM
Shrieking Drake Flying. When Shrieking Drake comes into play, return a creature you control to owner's hand. 1/1.	SC	C	③	③	VS
Slyth During your upkeep, you may change the color of Slyth to any color or combination of colors. 4/2.	SC	R	③	③	IA,5th
Silbani Spirit Flying. When Spirit attacks, defending player may draw a card. 5/6.	SC	R	③	③	SH
Sift Draw three cards, then choose and discard a card.	SOR	C	③	③	SH
Silhouette Prevent all damage done until end of turn to target creatures by spells or effects targeting it.	INS	U	③	③	LG

MAGIC

The Gathering

players guide

Name	Description	Kind	CR	Rating	Cost	Sets Found
Word of Undoing	Return target creature to its owner's hand. Any white enchantments you own on that creature go to your hand.	INS	C	●●●	1	IA
Wrath of Marit Lage	Top all red creatures. Red creatures do not untap as normal.	EN	R	●●●●	1	IA
Zephyr Falcon	Flying. Does not tap to attack. 1/1	SC	C	●●●●	1	LG, 4th, 5th
Zuran Enchanter	● Opponent must discard 1 card. Play as a sorcery. 1/1	SC	C	●●●●	1	IA
Zuran Spellcaster	● Zuran Spellcaster deals 1 damage to target creature or player. 1/1	SC	C	●●●●	1	IA
Zur's Warding	All players play with hands face up. When a player draws a card, any other player may pay 2 life to force the player to discard that card.	EN	R	●●●●●	3	IA, 5th
Crystalline Silver and Clot Siver	Each Siver gains "●●●●● Sacrifice this creature; This creature deals 2 damage to target creature or player." 2/2.	SC	J	●●●●●	2	SH
Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
Bones Devolution	●●●●● Put a 1/1 red and black Minor Demon token into play. 2/2.	SC	R	●●●●●	1	LG
Breathstealer's Cryer	Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays ● life or discards that card.	EN	R	●●●●●	1	VS
Condemned Bloom	Choose a card in your hand and remove it from the game. Add ●●●●● to your mana pool.	EN	R	●●●●●	3	MG

KILLER COMBOS



Crystalline Siver and Clot Siver: ...

Centaur Warbs	Deal 1 damage to target flying creature. 3/2.	SC	J	●●	1	IA
Chromatic Armor	Put a counter on Armor when it comes into play and choose a color. All damage done to creature by that color is returned to U. ● Put a counter on Armor and change color if protects against. X equals the number of counters.	SC	R	●●●●	1	IA
Chromium	Flying, rampage: 2. Pay ●●●●● during upkeep or bury Chromium. 7/7	SL	R	●●●●●●●●●●	2	1S, CH
Circle of Despair	● Sacrifice a creature. Prevent all damage to any creature or player from any one source.	EN	R	●●●●●	3	MG

Giant Trap Door Spider	1 ●●●●● Giant Trap Door Spider and target non-flying creature which is attacking you are removed from the game. 2/3.	SC	U	●●●●●	1	IA
Gloobies	All mountains become plains. Pay ●●●●● during upkeep or bury Gloobies.	EN	R	●●●●●	1	IA
Gnash Dink	First strike. Creatures with islandwalk may be blocked. 4/4	SL	R	●●●●●	1	LG
Grain Feast	Take 1 damage during upkeep. When a creature is put into opponent's graveyard from play, gain life equal to that creature's toughness.	EN	R	●●●●●	1	MG

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Crystalline Siver	Each Siver gains "●●●●● Sacrifice this creature; This creature deals 2 damage to target creature or player." 2/2.	SC	J	●●●●●	2	SH
Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
Bones Devolution	●●●●● Put a 1/1 red and black Minor Demon token into play. 2/2.	SC	R	●●●●●	1	LG
Breathstealer's Cryer	Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays ● life or discards that card.	EN	R	●●●●●	1	VS
Condemned Bloom	Choose a card in your hand and remove it from the game. Add ●●●●● to your mana pool.	EN	R	●●●●●	3	MG
Crystalline Siver and Clot Siver	Each Siver gains "●●●●● Sacrifice this creature; This creature deals 2 damage to target creature or player." 2/2.	SC	J	●●●●●	2	SH
Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
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Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
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Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
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Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
Bones Devolution	●●●●● Put a 1/1 red and black Minor Demon token into play. 2/2.	SC	R	●●●●●	1	LG
Breathstealer's Cryer	Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays ● life or discards that card.	EN	R	●●●●●	1	VS
Condemned Bloom	Choose a card in your hand and remove it from the game. Add ●●●●● to your mana pool.	EN	R	●●●●●	3	MG
Crystalline Siver and Clot Siver	Each Siver gains "●●●●● Sacrifice this creature; This creature deals 2 damage to target creature or player." 2/2.	SC	J	●●●●●	2	SH
Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
Bones Devolution	●●●●● Put a 1/1 red and black Minor Demon token into play. 2/2.	SC	R	●●●●●	1	LG
Breathstealer's Cryer	Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays ● life or discards that card.	EN	R	●●●●●	1	VS
Condemned Bloom	Choose a card in your hand and remove it from the game. Add ●●●●● to your mana pool.	EN	R	●●●●●	3	MG
Crystalline Siver and Clot Siver	Each Siver gains "●●●●● Sacrifice this creature; This creature deals 2 damage to target creature or player." 2/2.	SC	J	●●●●●	2	SH
Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
Bones Devolution	●●●●● Put a 1/1 red and black Minor Demon token into play. 2/2.	SC	R	●●●●●	1	LG
Breathstealer's Cryer	Whenever any player draws a card, he or she reveals that card. If the card is a creature card, that player pays ● life or discards that card.	EN	R	●●●●●	1	VS
Condemned Bloom	Choose a card in your hand and remove it from the game. Add ●●●●● to your mana pool.	EN	R	●●●●●	3	MG
Crystalline Siver and Clot Siver	Each Siver gains "●●●●● Sacrifice this creature; This creature deals 2 damage to target creature or player." 2/2.	SC	J	●●●●●	2	SH
Adun Oni-embold	●●●●● Take a creature from your graveyard into your hand. 1/2.	SL	R	●●●●●	1	LG
Mar of Bone	Sacrifice a creature to search your library for a creature card.	SDR	R	●●●●●	1	IA
Angus Muckferze	●●●●● Creatures deal no damage during combat. 2/2	SL	R	●●●●●	1	G
Arader Sallibast	Flying. All your creatures gain +0/+2 when untapped. ● +0/+1 until end of turn. Pay ●●●●● during upkeep or bury Arader. 7/7	SL	R	●●●●●●●●●●	2	LG, CH
Army Anis	●●●●● Sacrifice a land; Destroy target land. 1/1	SC	U	●●●●●	1	VS
Asma, Holy Avenger	Flying. At the end of each turn, put a +1/+1 counter on Asma for each creature put into your graveyard from play that turn. 2/3	SL	R	●●●●●	2	AG
Asmod Gunnarson	Trample. When a creature is put in graveyard during a turn in which Asmod damaged it, gain 1 life and do 1 damage to target player. 5/5	SL	R	●●●●●	1	1S, CH
Ayasha Yamako	Banding. ● Counter artifact effect unless its controller spends ●. 2/2.	SL	R	●●●●●	1	1S, CH
Barkcloth Warbeard	6/5	SL	U	●●●●●	1	LG
Barrel Runecore	Cannot be target of enchantments. Does not tap to attack. 6/5	SL	R	●●●●●	1	LG
Scathe Dynn	Islandwalk. During your upkeep, lose 2 life. 5/3.	SC	R	●●●●●	1	MG
Bones Devolution	●●●●● Put a 1					

MAGIC: THE GATHERING

players guide

Name	Kind	CR	Rating	Cost	Sets Found
Corrosion Isompa ♣ Regenerate Corrosion 5/4	SC	R	●●●	4 ●●●	SH
Carnivorous Plant Counts as a wall. 4/5.	SC	C	●●	●●●	DK, 4th
Cat Warriors Foreswalk. 2/2.	SC	C	●●●	●●●●	16, CH, 5th
Channel Add ♣ to your pool for each life point you sacrifice.	SOR	J	●●●●	●●●	L, U, R, 4th
Charging Rhino Charging Rhino cannot be blocked by more than one creature. 4/4	SC	U	●●●●	●●●●	1A
Choke Islands do not untap during their controllers' untap phases.	EN	U	●●	●●●	1A
Choking Vines Play only when blockers are declared. X target attacking creatures are considered blocked. Vines deal 1 damage to each of those creatures.	INS	C	●●	●●●	WL
Chub Toad Gains +2/+2 until end of turn when blocked or blocking. 1/1	SC	C	●●	●●●	A, 5th
Clam Druid Add a +1/+1 counter whenever opponent casts an artifact. 1/1	SC	U	●●	●●●	AO
City of Solitude Each player may play spells and abilities only during his or her turn.	EN	R	●●●●	●●●	VS
Cockatrice Flying. Any non-wolf creature blocking or blocked by Cockatrice is destroyed at end of combat. 2/4.	SC	R	●●●	●●●	L, U, R, 4th, 5th
Cocoon Put three counters on target creature you control and tap it. Creature does not untap normally while counters remain. Remove a counter during upkeep. When last one is removed, creature gets +1/+1 and flying.	EC	U	●●	●●●	16, CH
Contradict Crossroads All creatures are unaffected by untapping sickness.	EW	R	●●	●●●	16, CH
Constant Mists Buyback—Sacrifice a land. Creatures deal no combat damage this turn.	INS	U	●●	●●●	5th
Crash of Rhinos Isompa. 6/4.	SC	C	●●	●●●	MG
Craw Giant Isompa, rampager. 2. 6/4	SC	U	●●●●	●●●●	16, CH, 5th
Craw Worm 6/4	SC	C	●●	●●●	L, R, 4th, 5th
Crazed Armadon Armadon gets +3/+0 and gains trample until end of turn. At end of turn, destroy Crazed Armadon. Use this ability only once each turn. 3/3	SC	R	●●●	●●●	1A
Crawling Mold Destroy target artifact, land, or enchantment.	SOR	U	●●●●	●●●	VS
Crossbow Ambush All creatures you control can block creatures with flying until end of turn.	INS	C	●●	●●●	5th

Name	Kind	CR	Rating	Cost	Sets Found
Dense Foliage Creatures cannot be the target of spells.	EN	R	●●●	●●●	WL
Desert Twister Destroy target permanent.	SOR	U	●●●	4 ●●●	AN, R, 4th, 5th
Dera Wolves Gains bonding if you control any plains. 2/2	SC	C	●●	●●●	1A
Darkowl Wurm Whenever any opponent plays a land, put a +1/+1 counter on Wurm. 3/4	SC	R	●●●	●●●	TM
Downdraft Target creature loses flying until end of turn. Sacrifice Downdraft. Deal 1 damage to each creature with flying.	EN	U	●●	●●●	WL
Drop of Mana Controlled powered creature does not speed. Drop of Mana is destroyed when there are no mana sources in play.	EW	C	●●	●●●	A
Darkwood Boars 6 with 5th	SC	C	●●	●●●	6 with 5th
Early Harvest Target player untaps all basic lands he or she controls.	INS	R	●●	●●●	VS
Earthcraft Tap on untapped creature you control. Untap target basic land.	EN	R	●●	●●●	1A
Earthbore Tap and to give a blocking creature +1/+2 until end of turn.	R	C	●●	●●●	1A
Eldamoil Wood of Leaves Living creatures cannot be the target of spells or abilities. 2/2	SC	P	●●●	●●●	TM
Eldamoil Vineyard At the beginning of each player's main phase, add ♣ to that player's pool.	EN	R	●●●	●●●	1A, 5th
Elder Druid Tap or untap one target creature, land, or artifact. 2/2.	SC	R	●●	●●●	1A, 5th
Elephant Grass Black creatures cannot attack you. Nonblack creatures cannot attack you unless their controller pays 2 for each attacking creature.	EN	U	●●	●●●	VS
Elves Cache Return target card from your graveyard to your hand.	SOR	C	●●●	●●●	VS
Elven Fortress 1. Gave target blocker +1/+1 until end of turn.	EN	C	●●	●●●	FE
Elven Riders Cannot be blocked except by walls and flying creatures. 3/3	SC	U	●●	●●●	16, 4th, 5th
Elven Wile Put two +1/+1 counters, disabled any way you choose, on any number of target creatures.	SOR	U	●●	●●●	5th
Elven Workhounds If Workhounds is blocked, put the blocker on top of owner's library. 2/2.	SC	R	●●	●●●	TM
Elves of Deep Shadow Add ♣ to mana pool and lose 1 life. 1/1	SC	U	●●	●●●	DM
Elvish Archers First strike. 2/1. Hispani. Alpha listed power/toughness as 1/2	SC	R	●●	●●●	L, U, R, 4th, 5th
Elvish Bard All creatures able to block. Bard must do so. 2/4	SC	U	●●	●●●	1A
Elvish Farmer Put a spare counter on Elvish Farmer during your upkeep. Remove three spare counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2	SC	R	●●	●●●	1A
Elvish Fury Buyback 4. Target creature gets +2/+2 until end of turn.	INS	C	●●	●●●	1A
Elvish Hunter 1. Target creature does not untap as normal.	SOR	C	●●	●●●	1A

Name	Kind	CR	Rating	Cost	Sets Found
Envelop Both players may put a permanent from their hand directly into play. Players take turns playing cards until neither wants to play any more permanents. If a spell has an X in its casting cost, X is 0.	SOR	R	●●	●●●	16
Faerie Noble Flying. All Faeries gain +0/+1. All Faeries gain +1/+0 until the end of turn. 2/2	SC	R	●●●	●●●	1A
Follow Earth Put target land on top of owner's library.	SOR	U	●●●	●●●	MG
Follow Wurm When Wurm comes into play, discard a land or bury Follow Wurm. 4/4.	SC	U	●●●	●●●	WL
Familiar Ground Each of your creatures cannot be blocked by more than one creature.	EN	U	●●	●●●	WL
Fantastical Faerie Give a creature +3/+0 and trample until end of turn.	INS	U	●●	●●●	1A
Fashion There is no limit to the number of lands you may play in a turn. Does 1 damage to you for each land beyond the first you play in one turn.	EN	R	●●	●●●	L, R
Feral Thallid Add a counter during upkeep. Remove three counters. Regenerate. 6/3.	SC	L	●●	●●●	FE
Fumeral Archers Do 4 damage to target attacking creature with flying. 2/2.	SC	U	●●	●●●	MG
Feral Instinct Target creature gets +1/+1 until end of turn. Corpse	INS	C	●●	●●●	VS
Five Spirits Flying. Add ♣ to your mana pool. 1/1	SC	C	●●	●●●	16
Floating Drake Flying. If Floating Drake blocks or is blocked by any creature, that creature gets +1/+1 until end of turn. 2/3.	SC	U	●●	●●●	TM
Floral Spuzzard If Floral Spuzzard attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2	SC	U	●●	●●●	16
Fog Creatures do not damage one another in combat.	INS	C	●●	●●●	L, U, R, 4th, MG, 5th
Folk of An-Hovva If assigned as a blocker, Folk get +2/+0 until end of turn. 1/1	SC	C	●●	●●●	HE
Folk of the Pines 1. +1/+0 until end of turn. 2/5.	SC	C	●●	●●●	1A
Foratog Sacrifice a forest: +2/+2 until end of turn. 1/2.	SC	U	●●	●●●	MG
Forbidden Lore Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1	EL	R	●●	●●●	1A
Force of Nature Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1	SC	R	●●	●●●	L, R, 4th, 5th
Forgotten Cave Opponent chooses a card in your graveyard. You may pay ♣ to have opponent choose a different card. Take the last card chosen.	SOR	U	●●	●●●	1A
Foxfire Untap attacking creature. Creature neither deals nor receives damage during combat this turn. Corpse.	INS	C	●●	●●●	1A, 5th
Freyalise Suggalant Sacrifice a red or white creature to deal damage equal to half the creature's power, rounded down, to any target. 1/1	SC	U	●●	●●●	1A
Freyalise's Charm Draw a card when any opponent successfully casts a black spell.	EN	U	●●	●●●	1A
Freyalise's Charm Return Freyalise's Charm to your hand.	EN	R	●●	●●●	1A
Freyalise's Winds Put a wind counter on any permanent whenever it becomes tapped. Permanents with wind counters do not untap. Instead, remove of wind counters on those permanents.	EN	R	●●	●●●	1A
Frog Tongue When Frog Tongue comes into play, draw a card. Enchanted creature can block creatures with flying.	EC	C	●●	●●●	TM
Fugitive Druid Whenever any player successfully casts an enchantment spell that targets Fugitive Druid, draw a card. 3/2.	SC	R	●●	●●●	TM
Fungal Bloom Put a spare counter on target Fungus.	EN	R	●●	●●●	FE
Fungus Elemental Sacrifice a forest: Put a +2/+2 counter on Fungus Elemental. Use this ability only if Fungus Elemental came into play this turn. 3/3.	SC	R	●●	●●●	WL
Fungusaur Get a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.	SC	R	●●	●●●	L, U, R, 4th, 5th
Fyndhorn Bramble 2. Tap a creature. 1/1.	SC	C	●●	●●●	1A
Fyndhorn Druid If Druid is put into graveyard after it blocks, gain 4 life. 2/2.	SC	C	●●	●●●	1A
Fyndhorn Elder Add ♣ to your mana pool. 1/1	SC	U	●●	●●●	1A, 5th
Fyndhorn Elves Add ♣ to your mana pool. 1/1	SC	C	●●	●●●	1A
Fyndhorn Pollen 1. All creatures get +1/0. 1. Creatures get 1/1 until end of turn.	EN	R	●●	●●●	1A
Goat's Avenger number of artifacts opponent has in play +1/+1	SC	R	●●	●●●	AO
Goat's Blessing Target player shuffles up to three target cards from his or her graveyard into his or her library. Draw a card. If Goat's Blessing is put into your graveyard from your library, shuffle your graveyard into your library.	SOR	U	●●	●●●	WL
Goat's Lunge 1. In any land into a basic forest. All target lands return to normal when Goat's Lunge leaves play. 2 is the number of forests you control; when attacking, 2 is the number of forests defender controls. 1/1	SC	R	●●	●●●	L, U, R, 4th
Goat's Touch You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Goat's Touch to add ♣ to your mana pool.	EN	C	●●	●●●	DK
Gargantuan Gorilla During your upkeep, sacrifice a forest, or bury Gorilla and take 7 damage. If you sacrifice a snow-covered forest, Gorilla gains trample until end of turn. Gorilla deals damage equal to its power to any other target creature. Creature deals damage equal to its power to Gorilla. 7/7	SC	R	●●●●	●●●●	1A
Ghazban Ogre During controller's upkeep, Ghazban Ogre switches to the control of the player with the most life. 2/2.	SC	L	●●	●●●	AN, CH, 5th
Giant Badger Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.	SC	R	●●	●●●	PR
Giant Caterpillar Sacrifice Giant Caterpillar. Put a Butterfly token into play at end of turn. Treat this token as a 1/1 green creature with flying. 3/3.	SC	C	●●	●●●	VS

KILLER COMBOS



Summoning Spirit
Flying
Whenever the summoning fiend attacks any creature, the flying fiend deals damage to that creature's controller and 3 damage to you.



Bellowing Fiend and Farrel's Mantle: The 1 land and 1 flying creature that attack each other in combat together become a 4/4 flying creature with trample. If the flying fiend is blocked, the flying fiend deals damage to the creature's controller and you, and you deal damage to the creature's controller.

1. Bellowing Fiend and Farrel's Mantle: The 1 land and 1 flying creature that attack each other in combat together become a 4/4 flying creature with trample. If the flying fiend is blocked, the flying fiend deals damage to the creature's controller and you, and you deal damage to the creature's controller.

Crumble Buy target artifact. Controller gains life equal to the casting cost.	INS	C	●●●	●●●	AD, R, 4th, 5th
Cycle of Life Return Cycle of Life to your hand. Target creature you summoned this turn is 0/1 until the beginning of your next upkeep. At the beginning of your next upkeep, put a +1/+1 counter on that creature.	EN	R	●●	●●●	MG
Cytroze Add one token per upkeep. Pay ♣ for each token to do 1 damage per token to all players and creatures. Destroy Cytroze if mana is not paid.	EN	R	●●	●●●	AN, CH
Daughter of Autumn Redirect 1 damage from target white creature to Daughter. 2/4	SL	R	●●	●●●	HL
Dreadfall Creatures with foreswalk may be blocked.	EN	U	●●	●●●	16
Dreadful Insect Cannot be the target of spells or effects. 6/1	SC	U	●●	●●●	A
Decomposition Play on a black creature. Creature gains "CU: 1 life." If enchanted creature is put into the graveyard, its controller loses 2 life.	EC	U	●●	●●●	MG

Elvish Ranger 1	SC	C	●●	●●●	1A
Elvish Scout Untap a target attacking creature you control. Creature neither deals nor receives damage in combat. 1/1	SC	C	●●	●●●	FE
Elvish Spirit Guide If Elvish Spirit Guide is in your hand, you may remove it from the game to add ♣ to your mana pool. 0/2	SC	U	●●	●●●	A
Emerald Charm Choose one—Untap target permanent; or destroy target global enchantment, or target creature loses flying until end of turn.	INS	C	●●	●●●	VS
Emerald Dragonfly Flying. First strike until end of turn. 1/1	SC	C	●●	●●●	16, CH
Endangered Armadon If you control any creature with toughness 2 or less, sacrifice Armadon. 4/5.	SC	C	●●	●●●	SH
Erhmona Djinn During upkeep give flashback to an opponent's creature and next upkeep. 4/5.	SC	U	●●	●●●	AN, CH
Essence Filter Destroy all enchantments or destroy all enchantments that cost 1 white	SOR	C	●●	●●●	1A

Name	Kind	CR	Rating	Cost	Sets Found	Name	Description	Kind	CR	Rating	Cost	Sets Found	Name	Description	Kind	CR	Rating	Cost	Sets Found	
Giant Growth	MNS	C	♦♦♦♦	♣	LJ,R,4th,IA,5th	Myco Drake	SC U ♦♦ ♦♦	YS	DK,4th,5th	Marsh Viper	SC C ♦♦ ♦♦	DK,4th,5th	Opponent takes 2 poison counters when damaged by Viper. 1/2							
Target creature gets +3/-3 until end of turn						Flying ♦♦ ♦♦ ♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Master of the Hunt	SC R ♦♦ ♦♦	LG	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Giant Mantle	SC	C	♦♦♦♦	♣	MG	Dragon Search	SC C ♦♦ ♦♦	DR,4th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	2 ♦♦ ♦♦ Put a Wolves of the Hunt token, a 1, green creature that may band with other Wolves of the Hunt, in play 2/2							
Great Mantle can block creatures with flying 2/4						Land Leeches	SC C ♦♦ ♦♦	DR,4th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Metamorphosis	SC R ♦♦ ♦♦	AR,CH	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Giant Spider	SC	C	♦♦♦♦	♣	LJ,R,4th,5th	Leaping Lizard	SC C ♦♦ ♦♦	HL	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Write a creature to gain mana equal to its casting cost + This mana can be of any color but it can only be used for sorcery spells.							
Giant Spider can block creatures with flying 2/4						Ley Druid	SC J ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Mindbenders Spores	SC P ♦♦ ♦♦	MG	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Giant Turtle	SC	C	♦♦♦♦	♣	LG	Untap a land of your choice 1/1	SC R ♦♦ ♦♦	IA,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Flying ♦♦ ♦♦ Spores blocks a creature, get four counters on the creature. During controller's upkeep remove a counter from the creature. As long as a creature has any counters, it does not untap as normal. 0/1							
Giant Turtle may not attack if it dies so during your last turn 2, 4						Lighthouse	SC P ♦♦ ♦♦	YS	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Mini's Guide	EN R ♦♦ ♦♦	TA	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Glimmer Hyenas	SC	C	♦♦♦♦	♣	MG	Forest 1 damage dealt to archenthropo, pull a counter on it instead. During your upkeep, remove one of these counters from archenthropo. 5/5	SC P ♦♦ ♦♦	YS	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Mongrel Pack	SC R ♦♦ ♦♦	TA	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Glimmer Hyenas cannot block creatures 3/2						Lege of the Hollows	SC P ♦♦ ♦♦	YS	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	If Mongrel Pack is put into any graveyard from play during combat, put four Mongrel tokens into play. Treat these tokens as 1/1 green creatures. 4/1							
Gilt of the Woods	EC	C	♦♦♦♦	♣	AU	Lifeleech	EN U ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Mortal Wound	EC C ♦♦ ♦♦	YS	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
If enchanted creature blocks or is blocked by any creature, it gets +0/+3 until end of turn and you gain 1 life						Lifeleech	INT R ♦♦ ♦♦	LJ,R,4th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Monster	SC C ♦♦ ♦♦	LG	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Glyph of Raincarnation	MNS	C	♦♦♦♦	♣	LG	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	3 ♦♦ ♦♦							
Bar, all creatures blocked by target will this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under its new control. Play after combat						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Mienna Jon	SC C ♦♦ ♦♦	MG	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Gorilla Berserkers	SC	C	♦♦♦♦	♣	AU	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Mulch	SC R ♦♦ ♦♦	TA	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Tampa, rampage 2. Cannot be blocked by less than three creatures 2/3						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Reveal the top four cards of your library to all players. Put any of those cards that are lands into your hand and the rest into your graveyard.							
Gorilla Chieftan	SC	C	♦♦♦♦	♣	AU	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
1 ♦♦ ♦♦ Regenerate 3/3						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Gorilla Hawk	SC	C	♦♦♦♦	♣	IA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Formidible 3/3						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Granger Guildmage	SC	C	♦♦♦♦	♣	MG	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
♦♦ ♦♦ Target creature gains first strike ♦♦ ♦♦ Granger Guildmage does 1 damage to target creature or player and damage to you 1/1						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Grizzly Bears	SC	C	♦♦♦♦	♣	LJ,R,4th,5th	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
2/2						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hail Storm	MNS	J	♦♦♦♦	♣	AU	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hail Storm deals 2 damage to each attacking creature and damage to you and each creature you control						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Kill of Gensivora	EW	R	♦♦♦♦	♣	MG	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
During each player's upkeep, that player chooses a color. Until end of turn, each mana-producing land only produces mana of the chosen color						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Marrow	MNS	J	♦♦♦♦	♣	TA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Sacrifice a land. Search your library for two basic land cards and put them into play. Shuffle your library afterwards						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Harvest Wurm	SC	C	♦♦♦♦	♣	WL	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
When Harvest Wurm comes into play, return any basic land card from your graveyard to your hand or bury Harvest Wurm 3/2						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Heartwood Dryad	SC	C	♦♦♦♦	♣	TA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Heartwood Dryad can block creatures with shadow 2/1						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Heartwood Giant	SC	R	♦♦♦♦	♣	TA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Sacrifice a forest. Giant deals 2 damage to target player 4/4						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Heartwood Treefolk	SC	J	♦♦♦♦	♣	TA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Forestwalk 3/4						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hermat Druid	SC	R	♦♦♦♦	♣	SH	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
♦♦ ♦♦ Reveal cards from the top of your deck, until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard 1/1						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hidden Path	EN	R	♦♦♦♦	♣	DK	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
All green creatures gain forestwalk						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hornet Cobra	SC	C	♦♦♦♦	♣	LG	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
First strike 2/1						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Horned Silver	SC	J	♦♦♦♦	♣	TA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
All fliers gain trample 2/2						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hot Springs	EN	R	♦♦♦♦	♣	IA	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Tap land Hot Springs enchants to prevent damage to any target						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hungry	SC	C	♦♦♦♦	♣	HL,5th	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
During your upkeep, pay ♦♦ ♦♦ or bury Hungry ♦♦ ♦♦ 6/2						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Hurricane	SOP	C	♦♦♦♦	♣	LJ,R,4th,5th	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Do X damage to all players and flying creatures						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Ice Storm	SOP	J	♦♦♦♦	♣	U	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Destroy any one land						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Ichimonji Druid	SC	C	♦♦♦♦	♣	LG	Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Do X damage to any player, lasting an instant, except for the first one cost by that player that turn 1/1						Living Artifact	EA R ♦♦ ♦♦	LJ,R,4th,5th	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	Moss Saver	SC C ♦♦ ♦♦	AU	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦	♦♦ ♦♦
Ill Omen																				

MAGIC

The Gathering

players guide

Name	Description	Kind	ER	Rating	Cost	Sets Found
Provoke	Untap target creature you do not control. That creature blocks this turn if able. Draw a card.	INS	C	●●	●●	SH
Pygmy Allosaurus	Swampwalk. 2/2.	SC	R	●●●	●●	IA
Pyrite	Draw a card at start of the turn after Pyrite comes into play. 1/1	SC	C	●●	●●	IA
Quirion Druid	Target land becomes a 2/2 green creature permanently. That land still counts as a land. 1/2.	SC	R	●●●	●●	VS
Quirion Elves	When you play Quirion Elves, choose a color. Add one mana of the chosen color to your mana pool. Add to your mana pool. 1/1.	SC	C	●●●●	●●	MG
Quirion Ranger	Return a forest you control to owner's hand. Untap target creature. Use this ability only once each turn. 1/1	SC	C	●●●●	●●	VS
Rabid Wombat	+2/-2 for each enchantment on it. Doesn't tap when attacking. 0/1	SC	U	●●●	●●●●	LG, CH, 5th
Radian Spirit	Target creature loses flying ability until end of turn. 3/2	SC	L	●●●	●●	LG, 4th, 5th
Raincoat Gnomes	Search your library for a basic land card and put it into play, tapped.	SOR	C	●●●	●●	MG, TM
Reality Anchor	Target creature loses shadow until end of turn. Draw a card.	INS	U	●●●	●●	TM
Repeal	Return any number of target cards from your graveyard to your hand. You cannot choose more cards than the number of block permanents target opponent controls.	INS	U	●●●	●●	TM
Rebirth	Each player may be healed to 20 life. Return if not playing for ante.	SOR	R	●●	●●●●●	LG, 4th
Recycle	Shup you draw phase. Whenever you play a card, draw a card. During your discard phase, choose and discard all but two cards.	EN	R	●●●●	●●	TM
Redwood Treelark	3/4	SC	C	●●	●●	WL
Regeneration	Regenerates enchanted creature.	EC	E	●●	1 ●	LG, 4th, 5th, MG, 5th
Regrowth	Bring a card from your graveyard into your hand.	SOR	U	●●●●	1 ●	LG, J
Reincarnation	If target creature goes to the graveyard this turn, put a creature from that graveyard directly into play under the control of its owner.	INS	U	●●●	1 ●	LG
Renewal	Sacrifice a land to search your library and put a basic land into play. Combat.	SOR	C	●●	●●	HL
Respite	Creatures deal no combat damage this turn. Gain 1 life for each attacker.	INS	C	●●●	●●	TM
Revelation	All players play with their hands face up.	EW	R	●●●	●●	LG, CH
Rime Dryad	Snow-covered forestwalk. 1/7	SC	C	●●	●●	IA
Ritual of Subdual	All mana-producing lands now produce colorless mana.	EN	R	●●	●●	IA
River Boa	3/4	SC	C	●●	●●	VS
Rogue Elephant	When Elephant comes into play, sacrifice a forest or bury Elephant. 3/3.	SC	C	●●●	●●	WR
Root Maze	All artifacts and lands come into play tapped.	EN	R	●●	●●	TM
Rootbreaker Worm	Triumph. 6/6.	SC	C	●●	●●●●	TM
Roots	Top target creature without flying. That creature does not untap.	SC	U	●●	●●	HL
Roots of Life	Choose islands or swamps. Whenever a land of the chosen type that target opponent controls becomes tapped, gain 1 life.	EN	U	●●●	●●	MG
Root Spider	If assigned as a blocker, Spider gains first strike and +1/+0. 2/2.	SC	U	●●	●●	HL
Rootwalk	Rootwalk gets +2/+2 until end of turn. Use this ability only once each turn. 2/2.	SC	C	●●●	●●	TM
Rover	During your draw phase, reveal the first card you draw to all players. If that card is a basic land, draw a card.	EN	R	●●●	●●	VS
Rust	Counter target artifact effect that requires an activation cost.	INT	C	●●	●●	LG
Rysorian Badger	If Badger is not blocked, you may have it deal no damage this turn. Instead, remove from the game no more than two creatures from opponent's graveyard. Gain one life for each creature removed. 2/2.	SC	R	●●	●●	HL
Saberhorn Cobra	A player damaged by Saberhorn Cobra gets a poison counter. During that player's next upkeep, he gets another poison counter unless he pays 2 before then to prevent this effect. 2/2.	SC	R	●●●	●●	MG
Sandstalker	Do 1 damage to all attacking creatures.	INS	C	●●	●●	AM, 4th, MG
Savage Elves	Destroy target enchant (and, 1/1)	SC	C	●●	●●	TM
Scaled Worm	7/6	SC	C	●●	●●	IA, 5th
Scarwood Bandits	Control target artifact. Opponent may counter this by paying 2. You lose control of artifact if Bandits leave play. 2/2.	SC	R	●●●	●●	DK
Scarwood Hag	Give target creature forestwalk until end of turn. Remove forestwalk from target creature until end of turn. 1/1.	SC	U	●●	●●	DK

Name	Description	Kind	ER	Rating	Cost	Sets Found
Scavenger Folk	Sacrifice Scavenger Folk to destroy target artifact. 1/1.	SC	C	●●●	●●	DK, CH, 5th
Scragrath	From blue. While Scragrath is being cast, it cannot be countered. 3/4	SC	U	●●●	●●	TM
Scrib Spiders	Flying. 1/1	SC	C	●●	●●	LG, 4th, 5th
Seedling Charm	Return target creature enchantment to owner's hand, or regenerate a green creature, or target creature gains trample until end of turn.	INS	C	●●●	●●	MG
Seeds of Innocence	Bury all artifacts. Each artifact's controller gains an amount of life equal to that artifact's casting cost.	SOR	R	●●●	●●	MG
Seeker of Skybrook	Untap target creature. 2/1	SC	C	●●●●	●●	TM
Serene Heart	Destroy all local enchantments.	INS	C	●●	●●	MG
Shambling Strider	+1/+1 until end of turn. 5/5	SC	C	●●●	●●	IA
Shannon Dryads	Forestwalk. 1/1.	SC	C	●●	●●	LG, 4th, 5th
Shelken Brownie	Remove landing ability from target creature until end of turn. 1/1	SC	C	●●	●●	HL, 5th
Sherak	Target creature gets -5/0 until the end of turn.	INS	C	●●	●●	HL, 5th
Singing Tree	Reduce attacking creature's power to 0 until end of turn. 0/3	SC	R	●●	●●	AI

Name	Description	Kind	ER	Rating	Cost	Sets Found
Splintering Wyrd	Do one damage to target creature. Put a Splinter token into play. Treat as a 1/1 flying green creature with C.U. If this token leaves play, it deals 1 damage to you and to each creature you control.	EN	C	●●●	2 ●●	AI
Spare Cloud	Top all blocking creatures. No creatures in combat do no damage. No creatures in combat untap as normal during their controller's next untap phase.	INS	C	●●●	●●	FE
Spare Flower	Put a counter on Flower during upkeep. Remove three counters from Flower to prevent creatures from dealing damage in combat. 0/1	SC	U	●●●	●●	FE
Stralking Tiger	Stralking Tiger cannot be blocked by more than one creature. 3/3.	SC	C	●●	●●	MG
Stampede	Attacking creatures get trample and +1/+0 until end of turn.	INS	R	●●●	●●	IA, 5th
Stampeding Wildebeests	Trample. During your upkeep, return a green creature you control to owner's hand. 5/4.	SC	L	●●●	●●	VS
Storm Seeker	Do 1 damage to opponent for every card he has in hand.	INS	U	●●●●	●●	LG, CH
Storm Front	Tap target creature with flying.	INS	U	●●	●●	TM
Stream of Life	Target player gains 3 life.	SOR	C	●●●	●●	LG, 4th, 5th
Striped Bears	Untapped Bears comes into play drawn and 2/2.	SC	E	●●	●●	WL
Stunted Growth	Target player must put three cards from his hand on top of his library.	SOR	R	●●●●	2 ●	IA

KILLER COMBOS



Dream Halls and Silver Queen: A thing five ma to so to re getting up at each color is if you e looking to secure the services of the Silver Queen by searching in the Dream Halls. Yes, so still think it's the worst card in Straight but you can still use it to get big mana in a play just think a worthless blue spell like say a rather Dream Hall on BUBAMO Instant Silver Queen.

Skystrood Archer	Target creature with flying gets -1/+1 until end of turn. 1/1	SC	C	●●	●●	SH
Skystrood BR	Add to your mana pool. Add to your mana pool. 1/1	SC	C	●●	●●	TM
Skystrood Ranger	Choose a land in your hand and put it into play. Play as a sorcery. 1/1	SC	C	●●	●●	TM
Skystrood Troll	Regenerate Skystrood Troll. 3/3	SC	C	●●	●●	TM
Skystrood Troopers	Add to your mana pool. Play this ability as a mana source. 3/3.	SC	C	●●	●●	SH
Snowblind	Target creature gets -X/-X. X is the number of snow-covered lands the defender controls when creature attacks. Otherwise, equals number of snow-covered lands creature's controller owns.	SC	R	●●	●●	IA
Spectral Bears	If Bears is declared as an attacker and defending player controls no block cards, Bears do not untap as normal next untap phase. 3/3	SC	U	●●●	1 ●	HI
Spider Climb	You may play Spider Climb as an instant; if you do, bury it at end of turn (create a gets +0/+0 and on both creatures with flying)	EC	C	●●	●●	VS
Spike Breeder	Breeder comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Breeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Breeder. Put a Spike token into play. Treat this token as a 1/1 green creature. 0/0.	SC	R	●●●	●●	SH
Spike Colony	Spike Colony comes into play with four +1/+1 counters on it. Remove a +1/+1 counter from Colony. Put a +1/+1 counter on target creature. 0/0	SC	C	●●●	●●	SH
Spike Drone	Spike Drone comes into play with one +1/+1 counter on it. Remove a +1/+1 counter from Drone. Put a +1/+1 counter on target creature. 0/0.	SC	C	●●	●●	TM
Spike Feeder	Spike Feeder comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Spike Feeder. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Spike Feeder. Gain 2 life. 0/0.	SC	U	●●	●●	SH
Spike Soldier	Soldier comes into play with three +1/+1 counters on it. Remove a +1/+1 counter from Soldier. Put a +1/+1 counter on target creature. Remove a +1/+1 counter from Soldier. Soldier gets +2/+2 until end of turn. 0/0.	SC	U	●●●	●●	SH
Spike Worker	Worker comes into play with two +1/+1 counters on it. Remove a +1/+1 counter from Worker. Put a +1/+1 counter on target creature. 0/0.	SC	C	●●	●●	SH
Spined Worm	5/4	SC	C	●●	●●	SH
Splitting Slug	2 ● First strike until end of turn. If this ability is not used, every creature in combat with Slug gets first strike until end of turn. 2/4	SC	U	●●	●●	DK

Subdu	Target creature deals 0 damage. It gets +0/+X, where X is its casting cost.	INS	C	●●	●●	LG
Summer Bloom	You may play up to three additional lands this turn.	SOR	U	●●	●●	VS
Superior Humbers	Deal 1 damage to target creature 1 damage for each creature you control in excess of the number of creatures target opponent controls.	SOR	U	●●	●●	MG
Sylvan Hierophant	If Sylvan Hierophant is put into any graveyard from play, remove Sylvan Hierophant from the game, then return a creature card from your graveyard to your hand. 1/2.	SC	U	●●	●●	WL
Sylvan Library	You may draw two extra cards during your draw phase, then either put two of the cards drawn this turn back or pay 4 life per card not replaced.	EN	R	●●●	●●	LG, 4th, 5th
Sylvan Paradise	Choose the color of one of more creatures to green until end of turn.	INS	U	●●	●●	LG
Tarpan	You gain 1 life if Tarpan goes to the graveyard from play. 1/1.	SC	C	●●	●●	IA, 5th
Taste of Paradise	Gain 3 life. Gain 3 life for each 1 ● you pay over the casting cost.	SOR	C	●●	●●	AI
Templing Lord	Lord loses this ability and becomes a creature enchantment that reads "All creatures able to block enchanted creature do so" instead of a creature. Move Lord onto target creature. You may pay ● to end this effect. 2/2.	SC	U	●●	●●	SH
Thalid	Put a counter on Thalid during upkeep. Remove three counters to put a Scrying token, which is a 1/1 green creature, in play. 1/1	SC	C	●●●	●●	FE
Thalid Devourer	Put a counter on Thalid Devourer during upkeep. Remove three counters to gain Scrying token (which is a 1 green creature) into play. Sacrifice a Scrying token - 2.2 until end of turn. 2/2	SC	U	●●	●●	FE
Thelonite Druid	Sacrifice a green creature to turn your forests into 2/3 creatures until end of turn. 1/1.	SC	R	●●●	●●	FE
Thelonite Monk	Sacrifices a green creature to turn a land into a basic forest. 1/2	SC	R	●●●	●●	FE
Thelon's Chant	Do 3 damage to any player who puts a swamp into play without putting a 1/1 counter on a creature he controls.	EN	U	●●	●●	FE
Thelon's Curse	Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay ● to untap one and only one creature.	EN	R	●●	●●	FE
Thermomancer	Destroy target land. You gain 1 life if that land is snow-covered.	SOR	U	●●	●●	IA
Thicket Basilisk	Untapped Basilisk creature blocking or backed by Basilisk destroyed. 2/4	SC	C	●●	●●	LG, 4th, 5th
Thorn Thalid	During your upkeep, put a spare counter on Thorn Thalid. Remove three counters to have it deal 1 damage to any target. 2/2	SC	C	●●	●●	FE
Thoughtfeech	Gain 1 life whenever target opponent taps an island	EN	U	●●	●●	IA

Name	Mana	Cost	Types	Card Type	Keywords	Set Found
Timber Wolves Beginning 1	SC	2	W	Creature	2	U
Timber Wolf See the Add	SC	2	W	Creature	2	U
Titanic Song Lives no longer	SC	3	W	Enchantment	3	U
Tornado 2	SC	4	W	Enchantment	4	U
Touch of Vile	SC	2	W	Enchantment	2	U
Tracker	SC	1	W	Enchantment	1	U
Troublazer	SC	2	W	Enchantment	2	U
Trained Armodon	SC	1	W	Enchantment	1	U
Tranquil Domain	SC	1	W	Enchantment	1	U
Tranquil Grove 1 Destroy all other enchantments	SC	2	W	Enchantment	2	U
Tranquility Destroy all enchantments in play	SC	3	W	Enchantment	3	U
Tropical Storm Do X damage to all flying creatures and 1 damage to all like creatures.	SC	3	W	Enchantment	3	U
Trumpeeing Armodon Target creature blocks Trumpeeing Armodon this turn if able. 3/3.	SC	3	W	Enchantment	3	U
Tsunami Destroy all islands in play	SC	3	W	Enchantment	3	U
Typhoon Do 1 damage to opponent for each island he controls	SC	3	W	Enchantment	3	U
Uktabi Elfreet 1 5/4	SC	2	W	Creature	2	U
Uktabi Foeite Flying 3 Sacrifice Uktabi Foeite. Destroy target artifact. 1/1	SC	2	W	Creature	2	U
Uktabi Orangutan When Uktabi Orangutan comes into play, destroy target artifact. 2/2	SC	2	W	Creature	2	U
Uktabi Wildcats Number of forests you have. Sacrifice a forest. Regenerate. 1/1	SC	2	W	Creature	2	U
Undergrowth No creatures deal damage in combat this turn. If you pay 2 in addition to casting cost, Undergrowth doesn't affect red creatures.	SC	2	W	Enchantment	2	U
Unseen Walker Foresworn. Target creature gains foresworn until end of turn. 1/1	SC	2	W	Enchantment	2	U
Untamed Wilds Search your library for one basic land and put it in play	SC	2	W	Enchantment	2	U
Unyaro Bee Sting Unyaro Bee Sting deals 2 damage to target creature or player	SC	2	W	Enchantment	2	U
Vermin All non-wolf creatures in combat with target are destroyed after combat.	SC	2	W	Enchantment	2	U
Verminous Breath All creatures in combat with target are destroyed after combat	SC	2	W	Enchantment	2	U
Verdant Force During each player's upkeep, put a Saproling token into play. Treat this token as a 1/1 green creature. 1/1	SC	2	W	Enchantment	2	U
Verdant Touch Boylcock Target land becomes a 2/2 creature permanently	SC	2	W	Enchantment	2	U
Verdigris Destroy target artifact	SC	2	W	Enchantment	2	U
Verduran Enchantress Draw a card each time you cast an enchantment. 0/2	SC	2	W	Enchantment	2	U
Veteran Explorer If Explorer is put into any graveyard from play, each player may search his or her library for up to two basic lands and put those lands into play. 1/1	SC	2	W	Enchantment	2	U
Village Elder Sacrifice a forest. Regenerate target creature. 1/1	SC	2	W	Enchantment	2	U
Vitalize Untap all creatures you control	SC	2	W	Enchantment	2	U
Volrath's Gardens Tap a creature you control. Gain 2 life. Play this ability as a sorcery	SC	2	W	Enchantment	2	U
Waiting in the Woods Each player puts a 1/1 green Cat token into play for each of his untapped forests.	SC	2	W	Enchantment	2	U
Wall of Blossoms When Wall of Blossoms comes into play, draw a card. 0/4	SC	2	W	Enchantment	2	U
Wall of Brambles Regenerates 2/3.	SC	2	W	Enchantment	2	U
Wall of Ice 0/2	SC	2	W	Enchantment	2	U
Wall of Pine Needles Regenerates 3/3.	SC	2	W	Enchantment	2	U
Wall of Roots Put a 0/1 counter on Wall of Roots. Add to your mana pool. Use this ability only once each turn. 0/5.	SC	2	W	Enchantment	2	U
Wall of Wood 0/2	SC	2	W	Enchantment	2	U
Wanderlust Do 1 damage to controller of target creature during upkeep.	SC	2	W	Enchantment	2	U
War Mammoth Trample 3/3	SC	2	W	Creature	2	U
Worship Swampwalk 3/2	SC	2	W	Enchantment	2	U
Web Target creature gains +0/+2 and may block flying creatures.	SC	2	W	Enchantment	2	U
Whippoorwill Target may not regenerate or be a target of damage-preventing effects if target goes to graveyard, remove it from the game. 1/1	SC	2	W	Enchantment	2	U
Whirling Dervish Protection from black. Gains +1/+1 if it damages opponent. 1/1	SC	2	W	Enchantment	2	U
Whip Vine Can block flying creatures. You may choose not to untap Vine during untap phase. Tap target flying creature blocked by Vine. Creature does not untap as normal as long as Vine remains tapped. 1/4	SC	2	W	Enchantment	2	U

Name	Mana	Cost	Types	Card Type	Keywords	Set Found
Whirlwind All flying creatures lose flying until end of turn. If Whirlwind is in your graveyard, you may sacrifice a creature card from your hand to return it to hand.	SC	2	W	Enchantment	2	U
Wings Enchanted creature gets +1/+1 and gains flying.	SC	2	W	Enchantment	2	U
Wild Elephant 3	SC	3	W	Creature	3	U
Wild Growth Target land provides an extra when tapped for mana.	SC	2	W	Enchantment	2	U
Willow Faerie 7	SC	1	W	Creature	1	U
Willow Priestess Tap a creature you control. Put it into play. Target creature gets protection from black until end of turn. 2/2	SC	2	W	Enchantment	2	U
Willow Sartyr Control of target legend. Lose control of this legend if Sartyr untaps.	SC	2	W	Enchantment	2	U
Wind Shear Flying creatures get 2 and lose flying until end of turn.	SC	2	W	Enchantment	2	U
Winter Blast Tap target creatures. Do 2 damage to each target flying creature.	SC	2	W	Enchantment	2	U
Winter's Grip Destroy target land.	SC	2	W	Enchantment	2	U

FANTASTIC FOUR-STARS

These little dudes may not pack much punch in combat, but there's a reason they're a staple in most green decks: Green is the king of speed, largely thanks to first- and second-turn creatures like the wolf buddies. This makes the **Wolverine Pack** and its **Fyrchom** brethren a solid four-stars.

Wolverine Pack Beginning 2, 2, 5	SC	2	W	Enchantment	2	U
Wood Elemental Sacrifice untapped forests when casting Wood Elemental. 1/1	SC	2	W	Enchantment	2	U
Woolly Mammoths Control of target creature. Sacrifice a forest. Regenerate target creature. 2/3	SC	2	W	Enchantment	2	U
Woolly Spider Do not fly, but can block flying creatures. Woolly Spider gets +0/+2 until end of turn if it blocks a flying creature. 2/3	SC	2	W	Enchantment	2	U
Worshipful Search your library for a creature card and reveal that card to all players. Sacrifice the creature and put the revealed card on top of it.	SC	2	W	Enchantment	2	U
Wormwood Trellis Sacrifice a forest until end of turn and you take 2 damage. 4/4	SC	2	W	Enchantment	2	U
Wyvulfrid Give a creature +1/+1 until end of turn. 1/1	SC	2	W	Enchantment	2	U
Yavimaya Ancestors Untap all creatures you control. 2/2	SC	2	W	Enchantment	2	U
Yavimaya Ants Trample. UU. Unaffected by summoning sickness. 5/1.	SC	2	W	Enchantment	2	U
Yavimaya Gnats 1 mg Regenerate 0/1	SC	2	W	Enchantment	2	U

RED

Active volcano Destroy a blue permanent or return an island to owner's hand.

Arathi Berserker 2/2

Atterdash EN 2

When any creature comes into play, Atterdash deals 2 damage to that creature.

Aftershock Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.	SC	3	W	Enchantment	3	U
Agent of Straggle Add to your mana pool. 1/1	SC	2	W	Enchantment	2	U
Agility Enchanted creature gets +1/+1 and gains flying.	SC	2	W	Enchantment	2	U
Aggression Target non-wolf creature gains first strike and trample. Destroy that creature at the end of any turn in which it did not attack.	SC	2	W	Enchantment	2	U
Aladdin 1 Steal an artifact. 1/1	SC	2	W	Enchantment	2	U
Alibiary Flip a coin. If you win, target creature gets +1/+1 until end of turn. Cantrip.	SC	2	W	Enchantment	2	U
Ali Baba Tap a wall. 1/1	SC	2	W	Enchantment	2	U
Alibiary Tower Target creature gets +3/+1 until end of turn.	SC	2	W	Enchantment	2	U
Ali from Cairo You cannot be reduced below 1 due to damage. 0/1	SC	2	W	Enchantment	2	U
Ambush All blocking creatures get first strike.	SC	2	W	Enchantment	2	U
Ambush Party First strike. May attack the turn it comes into play on your side. 3/3	SC	2	W	Enchantment	2	U
Amok Discard a card at random. Put a +1/+1 counter on target creature.	SC	2	W	Enchantment	2	U
Am-Zeeen Ruins A creature type of your choice does not untap during untap phase.	SC	2	W	Enchantment	2	U
Amber Ancestor Target creature gets +1/+1 until end of turn. 1/1	SC	2	W	Enchantment	2	U
Amara Bodyguard Fast strike. 2/3.	SC	2	W	Enchantment	2	U
Amara Shaman Do 1 damage to target creature or player. 2/2	SC	2	W	Enchantment	2	U
Amara Spirit Crafter All minotaur get +1/+0. 1/3.	SC	2	W	Enchantment	2	U
Anarchy Destroy all white permanents.	SC	2	W	Enchantment	2	U
Ancient Runes During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.	SC	2	W	Enchantment	2	U
Apocalypse Remove all permanents from the game. Discard your hand.	SC	2	W	Enchantment	2	U
Armor's Gummage Target creature gets +1/+0. Target gets +0/+1. 1/1	SC	2	W	Enchantment	2	U
Artifact Blast Counter an artifact as it is being cast.	SC	2	W	Enchantment	2	U
Atog Sacrifice an artifact. +2/+2. 1/2	SC	2	W	Enchantment	2	U
Avalanche Destroy X snow-covered lands.	SC	2	W	Enchantment	2	U
Backdraft Do not be damaged (round down) done by one source to its caster.	SC	2	W	Enchantment	2	U
Badly-timed Barbarians 3/2	SC	2	W	Enchantment	2	U
Badly-timed Horde When Horde enters play, randomly discard a card or bury Horde. 5/5.	SC	2	W	Enchantment	2	U
Badly-timed Hydra Put X +1/+0 counters on Hydra when it comes into play. Remove a +1/+0 counter to prevent 1 damage to Hydra. Put a +1/+0 counter on Hydra during your upkeep. 0/1.	SC	2	W	Enchantment	2	U
Badly-timed War-Makers Rampage! 1 War-Makers is unaffected by summoning sickness. 3/3	SC	2	W	Enchantment	2	U
Ball Lightning Trample. Ball Lightning is unaffected by summoning sickness. Buy Ball lightning at end of turn in which it comes into play. 6/1.	SC	2	W	Enchantment	2	U
Barbarian Guards Give target creature snow-covered landwalk ability of your choice until end of turn. Return creature to its owner's hand at end of turn. 1/2.	SC	2	W	Enchantment	2	U
Barbed Silver Each Silver gains: This creature gets +1/+0 until end of turn. 2/2	SC	2	W	Enchantment	2	U
Barreling Attack Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.	SC	2	W	Enchantment	2	U
Battle Frenzy All your green creatures gain +1/+1 until end of turn. All your other creatures gain +1/+0 until end of turn.	SC	2	W	Enchantment	2	U
Beach of Bogardan Protection from red. Gains +1/+1 if opponent controls white cards. 3/3.	SC	2	W	Enchantment	2	U
Bestial Fury If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn. Cantrip.	SC	2	W	Enchantment	2	U
Betrathed of Fire Sacrifice an untapped creature. Enchanted creature gets +2/+0 until end of turn. Sacrifice enchanted creature. All creatures you control get +2/+0 until end of turn.	SC	2	W	Enchantment	2	U
Bird Maniac 1/2	SC	2	W	Enchantment	2	U
Blazing Effigy When placed in the graveyard from play, Blazing Effigy does 3 damage to target creature. If it was killed by another Effigy, it also does damage equal to the damage done to that Effigy. 0/3	SC	2	W	Enchantment	2	U
Blind Fury All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.	SC	2	W	Enchantment	2	U
Blistering Banner Counts as a wall. 5/2.	SC	2	W	Enchantment	2	U
Blood Frenzy Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.	SC	2	W	Enchantment	2	U
Blood Lust Target creature gets +4/+4. Its toughness cannot go below 1.	SC	2	W	Enchantment	2	U
Blood Moon Treat all non-basic lands as basic mountains.	SC	2	W	Enchantment	2	U
Bloodrock Cyclops Bloodrock Cyclops attacks each turn if able. 3/3.	SC	2	W	Enchantment	2	U
Bogardan Firebrand If Bogardan Firebrand is put into any graveyard from play, it deals 2 damage to target creature. 2/1.	SC	2	W	Enchantment	2	U

- Restricted
- Limited
- Banned in Type 1.5 only
- Banned in extended only
- ART Ancient
- AC Artifact Creature
- CR Current Rarity
- CU Current Upkeep
- EA Enchantment
- EC Enchantment
- EE Enchantment
- EL Enchantment
- EN Enchantment
- EW Enchant World
- INT Interrupt
- LAN Land
- LT Legendary Land
- MS Mana Source
- SC Summon Creature
- SL Summon Legend
- SR Sorcery

MAGIC

The Gathering

players guide

Name	Description	Kind	ER	Rating	Cost	Sets Found
Bogardan Phoenix	Flying. If Phoenix is put into any graveyard from play and has no counter on it, return Phoenix to play and put a counter on it; if Phoenix is put into any graveyard and has a counter on it, remove it from the game. 3/3	SC	R	••	•••••	VS
Bol	Destroy all islands.	INS	C	••	••	TM
Boiling Blood	Target creature attacks this turn if able. Draw a card.	INS	C	••	••	WL
Bone Shaman	Creatures damaged by Bone Shaman this turn can't regenerate. 3/3	SC	C	••	•••	•
Brand of Ill Omen	Target creature's controller may not cast summon spells.	EC	R	••	••	IA
Brassclaw Orcs	Cannot be assigned to block creatures of power greater than 1. 3/2.	SC	C	••	•••	FE 5th
Brothers of Fire	Do 1 damage to any target and 1 damage to you. 2/2.	SC	C	••	•••	DK, 4th, 5th
Brute, The	Target creature gains +1/+0. Regenerates.	EC	C	••	•••	LG, 4th, 5th
Builder's Bone	Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bone deals 1 damage to that artifact's controller.	SOR	C	••	•••	MG
Burrow	Counter target blue spell. Comps	INT	U	••	••	AI
Burning Palm Effect	Do 2 damage to a flying creature, it loses flying for this turn. 2/2.	SC	J	••	•••	MG
Burning Shields Askani	Fighting. First strike until end of turn. 2/2.	SC	C	••	•••	MG
Burrowing	Target creature gains mountainwalk.	SC	R	••	•••	L, J, R, 4th
Canyon Drake	Flying. Discard a card at random. Canyon Drake gets +2/+0 until end of turn. 1/2.	SC	R	••	•••	TM

Name	Description	Kind	ER	Rating	Cost	Sets Found
Chaotic Goo	Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it. 0/0	SC	R	••	•••••	TM
Cloud Giant	Destroy target creature. If the creature is white, Cloud Giant deals to that creature's controller damage equal to the creature's power.	INS	U	••	•••	MG
Cloud Wall	During your upkeep, Cloud Giant deals 2 damage to each other creature you control. 5/3.	SC	U	••	•••	WL
Cloud Wall	If Cloud Wall blocks, destroy it at end of combat. 3/3.	SC	C	••	•••	WL
Cone of Flame	Choose three target creatures and/or players. Cone of Flame deals 1 damage to the first, 2 damage to the second, and 3 damage to the third.	SOR	U	••	•••	WL
Conquer	Take control of target land.	EL	U	••	•••	IA, 5th
Consuming Ferocity	Play on a non-flying creature. Creature gets +1/+0. During your upkeep, put a +1/+0 counter on creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller an amount of damage equal to its power.	EC	U	••	•••	MG
Convulsant Tidal	Land loses this ability and becomes an island. Enchanted land reads "Enchanted creature cannot block onto target creature. You may pay 2 to end this effect." 2.	SC	U	••	•••	SH
Coven Giant	Coven Giant cannot block. 4/1.	SC	C	••	••	SH
Cressida	Creatures with mountainwalk may be blocked.	EN	U	••	••	LG
Crimson Hellkite	Flying. Do X damage to target creature. Spend red mana only. 6/6.	SC	R	••	•••	MG
Crimson Kobolds	Crimson Kobolds are red creatures. 0/1.	SC	C	••	••	LG
Crimson Mantle	Do 1 damage to an attacking or blocking creature. 2/2.	SC	U	••	••	MG
Crimsonclaw	Flying. If Rec blocks a nonflying creature, it gets +1/+0 and first strike until end of turn. 2/2.	SC	U	••	••	MG
Crookshank Kobolds	Crookshank Kobolds are red creatures. 0/1.	SC	C	••	••	LG
Crown of Flames	Enchanted creature gets +1/+0 until end of turn. Return Crown of Flames to owner's hand.	EC	C	••	••	TM

Name	Description	Kind	ER	Rating	Cost	Sets Found
Demonic	Do X damage to target creature. You may only	SC	R	••	•••	IA
Dwarfish	Do 1 damage to target creature.	SC	C	••	••	WL
Dwarven Catacombs	Target creature cannot block.	INS	C	••	••	FE 2th
Dwarven Demolition	Destroy target wall. 1/1.	SC	U	••	••	•
Dwarven Lieutenant	Give target Dwarf +1/+0 until end of turn. 1/2.	SC	U	••	••	FE
Dwarven Miner	Destroy target nonbasic land. 1/2.	SC	L	••	••	MG
Dwarven Nomad	Target creature with power 2 or less is unblockable this turn. 1/1.	SC	C	••	••	MG
Dwarven Pony	Target Dwarf gets mountainwalk until the end of turn. 1/1.	SC	R	••	••	HL
Dwarven Sea Clan	At the end of combat, do 2 damage to target attacking or blocking creature. Only use if creature's controller controls any islands. 1/1.	SC	L	••	••	HL
Dwarven Soldier	If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.	SC	C	••	••	FE 5th
Dwarven Song	Change color of any number of target creatures to red until end of turn.	INS	J	••	••	LG
Dwarven Thaumaturgist	Switch power and toughness of target creature until end of turn. Effects that alter that creature's power alter its toughness instead, and vice versa, until end of turn. 1/2.	SC	R	••	••	WL
Dwarven Trader	1/1.	SC	C	••	••	HL
Dwarven Vigilantes	If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Vigilantes deals an amount of damage equal to its power to target creature. 2/2.	SC	C	••	••	YS
Dwarven Warriors	Target creature of power no greater than 2 becomes unblockable. 1/1.	SC	C	••	••	L, U, R, 4th, 5th
Dwarven Weaponsmith	Soufiri's artifact gets +1/+1 counter to target creature. 1/1.	SC	U	••	••	AD, R
Far Island	Do 2 damage to and remove flying ability from target flying creature.	EC	C	••	••	L, U, R
Earth Elemental	Do X damage to all players and non-flying creatures in play.	SC	L	••	••	L, U, R, 4th
Earthquake	Do X damage to all players and non-flying creatures in play.	SOR	R	••	••	L, U, R, 4th, 5th
Elfin Lair	During each player's upkeep, that player chooses a random card from his hand and sets it aside face up. The player may play that card as though it were in his hand. If the player doesn't play the card by end of turn, bury it.	EW	R	••	••	YS
Emberlye Cyclops	If any creature you control attacks, Cyclops also attacks if able. 3/4.	SC	C	••	••	MG
Emberwilde Djinn	Flying. During each player's upkeep, he or she may pay 2 or 2 life to gain control of Emberwilde Djinn. 5/4.	SC	R	••	••	MG
Enchanting Lizard	Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. Move Enchanting Lizard onto target creature. You may pay 2 to end this effect. 1/1.	SC	U	••	••	TM
Enslaved Scout	Mountainwalk until end of turn. 2/2.	SC	C	••	••	AI
Eron the Relentless	Regenerates. Unaffected by summoning sickness. 5/2.	SC	U	••	••	HL
Empathy	Target creature gets +3/+0. No other creatures can attack this turn if target creature attacks.	EC	C	••	••	•
Eternal Flame	Do X damage to target opponent, where X is the number of mountains you control. Lose half that amount of life, rounding up.	SOR	R	••	••	DK
Eternal Warrior	Target creature does not tap to attack.	EC	C	••	••	LG, 4th, 5th
Eropo etc	Do 1 damage to each land, and 2 damage to each creature.	SC	U	••	••	HL
Falling Star	Flip Falling Star onto playing area. Star must rotate 360°. Any creature star touches takes 3 damage and taps if it survives.	SOR	R	••	••	LG
False Order	When a new defending creature blocks, the block, if any, must be removed before damage is dealt.	INS	C	••	••	•
Fanning the Flames	Do 1 damage to target creature or player.	SOR	U	••	••	SH
Feral	Top all creatures blocking target creature. Target deals no damage.	INS	C	••	••	LG
Fervor	All creatures you control are unaffected by summoning sickness.	EL	R	••	••	WL
Fatal Fortune	Take another turn. You lose the game at the end of that turn.	INS	R	••	••	MG
Fire Drake	Flying. +1/+0. Only one can be used in a turn. 2/2.	SC	L	••	••	DL, 1st, 5th
Fire Elemental	Do 1 damage to each land, and 2 damage to each creature.	SC	U	••	••	L, J, R, 4th
Fire Whip	Play only on a creature you control. Enchanted weapon gains the ability "Do 1 damage to target creature or player." Sacrifice Fire Whip: Fire Whip deals 1 damage to target creature or player.	EC	C	••	••	WL
Fireball	Do X damage, divided evenly among any number of targets (round down). Pay 2 for each target beyond the first.	SOR	C	••	••	L, U, R, 4th, 5th
Fireblast	You may sacrifice two mountains instead of paying Fireblast's casting cost. Fireblast deals 4 damage to target creature or player.	INS	C	••	••	VS
Firebreathing	+1/+0.	EC	C	••	••	L, J, R, 4th, 5th
Firafly	Flying. Firafly gets +1/+0 until end of turn. 1/1.	SC	U	••	••	TM
Firesinger	Firesinger deals 1 damage to target creature or player and 1 damage to you.	SC	C	••	••	TM

KILLER COMBOS



Hermit Druid and Revenant: Move creatures to the graveyard means bigger Revenant. And what better way to get creatures into your graveyard than with the Hermit Druid? Okay, maybe Butee. Awe, but who asked you? The Hermit Druid is a spendable way to fill your graveyard, one possessing the added bonus of shuffling extra mana into your hand, just to do with that extra land? Well, it's to the next combo.

Canyon Wildcat	Mountainwalk. 2/	SC	C	••	••	TM
Cave People	People get +1/+2 until end of turn when they are attacking. Give target creature mountainwalk until end of turn. 1/4.	SC	U	••	•••	DK, 4th, 5th
Caverns of Despair	No player may attack or block with more than two creatures each turn.	EN	R	••	••	LG
Chain Lightning	Do 3 damage to any target. The target or target's controller may pay 2 for Chain Lightning to do 3 damage to a target of his choosing.	SOR	C	••	••	LG
Chandeliers	Destroy target artifact creature. 3/3.	SC	C	••	••	HR
Chaos Charm	Target creature is unaffected by summoning sickness this turn, or Chaos Charm deals 1 damage to a creature, or destroy target wall.	INS	C	••	••	MG
Chaos Harlequin	Remove top card of your library from game. If it's a land, Harlequin gets 4/0 until end of turn; otherwise, Harlequin gets +2/+0. 2/4.	SC	R	••	••	AI
Chaosize	Changes the color of a card being played or in play to red.	INT	R	••	••	L, U, R, 4th
Chaos Lord	First strike. Chaos Lord is unaffected by summoning sickness, but not the first time it comes into play. If the number of permanents in play is even during your upkeep, opponent gains control of Chaos Lord. 7/7.	SC	R	••	••	IA
Chaos Moon	If the number of permanents during an upkeep is odd, all red creatures get +3/+1 and all mountains produce an additional 2. If it is even, all red creatures get -1/-1 and all mountains produce colorless mana.	EN	R	••	••	IA
Chaosphere	Creatures with flying cannot block creatures without flying. Creatures without flying can block creatures with flying.	EW	R	••	••	MG

Curse of Marit Lage	Top of islands when Curse of Marit Lage comes into play: islands do not untap during their controller's untap phase.	EN	R	••	••	IA
Deathblow	Top target creature. That creature deals damage equal to its power to another target creature.	SOR	R	••	••	TM
Death Spark	Do 1 damage to any target. At end of upkeep, if Spark is in your graveyard with a creature directly above it, you may pay 2 to pick up Spark.	INS	U	••	••	AI
Desert Nomads	Deal 2 damage to target creature from Desert. 2/2.	SC	C	••	••	AM
Desperate Gambit	Flip a coin, target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.	INS	U	••	••	WL
Detonate	Destroy target artifact and do X damage to its controller. X is the casting cost of the artifact.	SOR	U	••	••	AD, 4th, 5th
Disbarrow	Untap target attacking creature and gain control of it until end of turn.	INS	R	••	••	LG
Disintegrate	Do X damage to target. If target dies this turn, remove it from game.	SOR	C	••	••	L, U, R, 4th, 5th
Dragon Whelp	Flying. +1/+0. If more than 2 is spent this way in one turn, Dragon Whelp dies at end of turn. 2/3.	SC	C	••	••	L, U, R, 4th
Duct Creeper	Target creature cannot block Duct Creeper this turn. 1/1.	SC	C	••	••	SH
Dwarven Armorer	Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.	SC	R	••	••	FE

Name-Description	Kind	CR	Rating	Cost	Sets Found	Name-Description	Kind	CR	Rating	Cost	Sets Found	Name-Description	Kind	CR	Rating	Cost	Sets Found
Firestorm Discard X cards. Do X damage to each of X creatures and/or players.	INS	R	****	●●●●	WL	Goblin Sappers "Temperature you control" is unblockable. That creature and Sappers are destroyed after combat. "Target" creature you remove is unblockable. That creature is destroyed after combat. /1	SC	C	●●●●	1●●●	IA	Mavoc Whenever target opponent casts a white spell, he or she loses 2 life.	EN	U	●●	●●●●	TM
Firestorm Phoenix Flying. Return Phoenix to owner's hand if it goes to the graveyard from play if so, it may not be cast that turn. 3/2	SC	R	●●●●	1●●●	IG	Patrol Scouts Put three tokens in play. Treat as 1/1 red goblins with mountainwalk.	SOR	U	●●●●	3●●●	MG	Heat of Battle Whenever any creature blocks, Heat of Battle deals damage to that creature's controller.	EN	U	●●	●●●●	5H
Flare Bury target land or creature.	INS	C	●●●●	3●●●	DK,4th	Goblin Shrine If target land is a basic mountain, all Goblins gain +1/+0. Does 1 damage to player if it leaves play.	EL	C	●●●●	1●●●	DK, CH	Heat of Bogardan Cl. 2. If Heat of Bogardan's Cl is not paid, it deals damage equal to its last paid Cl to target player and each creature he controls.	EN	R	●●●●	●●●●	WL
Flare of Rage Target creature gets +3/+3 and gains first strike until end of turn.	SOR	C	●●	●●●●	WL	Goblin Ski Patrol Gains flying and -2/-0. Use only once and only if you control snow-covered mountains. Bury Ski Patrol at end of turn. /1	SC	C	●●	1●●	IA	Heart Sliver All Slivers are unaffected by summoning sickness. /1	SC	C	●●	●●●●	TM
Flame Elemental ●● Sacrifice: Do damage equal to Elemental's power to a creature. 3/2	SC	U	●●	●●●●	MG	Goblin Snowmancer Buy Goblins if you control any Mountains. /1.	SC	U	●●	●●●●	IA	Heart Wolf First strike. Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2	SC	R	●●	●●●●	HL
Flame Spirit +1/+0 until end of turn. 2/3.	SC	U	●●	●●●●	IA,5th	Goblin Swine Rider If Swine Rider blocks, it deals 2 damage to each attacking creature and 2 damage to each blocking creature. /1.	SC	R	●●	●●●●	VS	Heath Charm Choose one—Destroy target artifact creature, or all attacking creatures get +1/+0 or target creature with power 2 or less is unblockable this turn.	INS	C	●●	●●●●	VS
Flame Wave Do 4 damage to target player and each creature he or she controls.	SOR	U	●●	●●●●	SH	Goblin Tinkerer ●●●● Castic, target opponent. That opponent deals an amount of damage equal to his casting cost to Goblin Tinkerer. /2	SC	C	●●	●●●●	MG	Heath Storm At the end of each combat, destroy all creatures that blocked or were blocked this turn.	EN	R	●●	●●●●	WL
Flare Flare does 1 damage to any target. Castic.	INS	C	●●	●●●●	IA, MG, 5th	Goblin Vendor Destroy target artifact or destroy player control. Goblin Vendor deals no combat damage this turn. Use this ability only if a Goblin Vendor is attacking and unblocked in any way, once each turn. /1	SC	P	●●	●●●●	WL	Heath Wave Cl. 1. Base creatures cannot block Cl. 1 creatures you control. Nonbase creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.	EN	U	●●	●●●●	VS
Flashes Destroy all pieces in play.	SOR	U	●●	●●●●	L, U, R, 4th, 5th	Goblin Wizard Gains flying and -2/-0. Use only once and only if you control snow-covered mountains. Bury Wizard at end of turn. /1	SC	R	●●	●●●●	VS	Heath Wizard Gain control of a Dragon. If Heath Wizard is unblocked or he leaves you control, lose control of Dragon. 3/4	SC	C	●●	●●●●	VS
Fling Sacrifice a creature: Fling deals damage equal to the sacrificed creature's power to target creature or player.	INS	C	●●●	1●●●	SH	Harpoon Minotaur Harpoon Minotaur cannot block. 5/5	SC	C	●●	●●●●	L, J, R, 4th, 5th	Hills of the Scoria You may, choose not to untap Hills. Gain control of a Dragon. If Hills becomes unblocked or he leaves you control, lose control of Dragon. 3/4	SL	R	●●	●●●●	MG
Flowerstone Blade ●● Enchanted creature gets +1/-1 until end of turn.	EC	C	●●	●●●●	SH	Hyperion Blacksmith Top or untap target artifact opponent controls. 2/2	SC	U	●●	●●●●	IG	Hulking Wrecks Hulking Wrecks cannot block. 5/5	SC	J	●●	●●●●	VS
Flowerstone Giant ●● Flowerstone Giant gets +2/2 until end of turn. 3/3	SC	C	●●●●	2●●●	TM	Harpoon Shaman If Harpoon Shaman is put into any graveyard from play, each player chooses and buries a land to or she controls. 2/3.	SC	U	●●	●●●●	WL	Immolation Make target creature +2/2.	EC	C	●●	●●●●	IG, 4th
Flowerstone Heilron Flowerstone Heilron is unaffected by summoning sickness. ●● Flowerstone Heilron gets +1/-1 until end of turn. 3/3	SC	U	●●	●●●●	SH	Hyperion Shaman Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. Auction ends when the high bid stands. High bidder loses life equal to the high bid and gains control of the creature.	SC	U	●●	●●●●	WL	Imposing Visage Target creature cannot be blocked by less than 2 creatures.	EC	C	●●	●●●●	IA, 5th
Flowerstone Mauler Taunt. ●● Flowerstone Mauler gets +1/-1 until end of turn. 4/5	SC	R	●●	●●●●	SH	Immolation Do 3 damage to any target. Creatures may not regenerate.	INS	R	●●	●●●●	IA, MG, 5th	Invasion Plans Each creature blocks whenever able. Attacking player chooses how each creature blocks.	EN	R	●●	●●●●	SH
Flowerstone Salamander ●● Salamander deals 1 damage to target creature blocking it. 3/4	SC	U	●●	●●●●	TM	Inferno Do 6 damage to all players and all creatures.	INS	R	●●	●●●●	DK, 4th, 5th	Ironclaw Orcs May only block creatures of power equaling 1 or less. 2/3.	SC	C	●●	●●●●	L, U, 4th, 5th
Flowerstone Shambler ●● Flowerstone Shambler gets +1/-1 until end of turn. 2/2	SC	C	●●	●●●●	SH	Ironclaw Pupp Each slash damage dealt to Jackal Pup, it deals 1 damage to you. 2/1	SC	J	●●	●●●●	TM	Jackal Pup Each slash damage dealt to Jackal Pup, it deals 1 damage to you. 2/1	SC	J	●●	●●●●	TM
Flowerstone Wyvern Flying. ●● Flowerstone Wyvern gets +2, 2 until end of turn. 3/3	SC	R	●●	●●●●	TM	Jackal Pup Burn all artifacts, creatures, and lands.	SOR	R	●●●●	4●●●	IA, 5th	Jackal Pup Each slash damage dealt to Jackal Pup, it deals 1 damage to you. 2/1	SOR	R	●●●●	4●●●	IA, 5th
Fork Duplicate a sorcery or instant just cast. You choose the new target.	INT	R	●●●●	3●●●	L, U, R	Javelin ●●●● Destroy target non-creature artifact. 3/3	SC	C	●●	●●●●	HL	Jackal Pup Each slash damage dealt to Jackal Pup, it deals 1 damage to you. 2/1	SC	J	●●	●●●●	TM
Frost Giant Rampage 2. 4/4.	EL	R	●●●●	3●●●	IG	Koervek Torch Artifacts that target Koervek's Torch each cost an additional ● to play. Koervek's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Karpalonus-Grim Top a snow-covered land you control to give Giant +1/+1. 3/3	SC	J	●●	●●●●	IA
Furnace of Both Double of damage assigned to any creature or player.	EN	R	●●●●	1●●●●	TM	Keeper of Koervek Prevents him from red until end of turn. /1	SC	C	●●	●●●●	VS	Keeper of Koervek Prevents him from red until end of turn. /1	SC	C	●●	●●●●	VS
Furnace Spirit Furnace Spirit is unaffected by summoning sickness. ●● Furnace Spirit gets +1/+0 until end of turn. /1	SC	C	●●	●●●●	SH	Keldon Warlord Keldon Warlord is the number of non-walk creatures in play on your side. /1	SC	J	●●	●●●●	L, J, R, 4th, 5th	Keldon Warlord Keldon Warlord is the number of non-walk creatures in play on your side. /1	SC	J	●●	●●●●	L, J, R, 4th, 5th
Game of Chaos Choose target player and flip a coin. If you win, you gain 1 life and opponent takes 1 damage. Otherwise, you lose 1 life and opponent gains 1 life. The winner can continue. The stakes double each round.	SOR	R	●●	●●●●	IA, 5th	Kindle Kinde deals to target creature or player an amount of damage equal to 2 plus the number of Kinde cards in all graveyards.	INS	C	●●●●	1●●●	TM	Kind Ape Gets +1/+2 if you have at least one forest in play. /1	SC	●●	●●●●	AN, R	
Giant Strength Take target creature +2/+2.	EC	C	●●	●●●●	IG, 4th, 5th, TM	Kobold Overlord First strike. Give all your Kobolds first strike. /2	SC	U	●●	●●●●	IG	Kobold Overlord First strike. Give all your Kobolds first strike. /2	SC	U	●●	●●●●	IG
Glacial Crevasse ●● Sacrifice a snow-covered mountain to have creatures deal no damage in combat this turn.	EN	R	●●	●●●●	IA	Kobold of Xher Keep Cl. 1	SC	C	●●	●●●●	IG	Kobold of Xher Keep Cl. 1	SC	C	●●	●●●●	IG
Glyph of Destruction Make target wall you control +10/+0 when blocking. Target wall takes no damage in combat but is destroyed at end of turn.	INS	C	●●	●●●●	IG	Kobold Taskmaster Give all your Kobolds +1/+0. /2	SC	U	●●	●●●●	IG	Kobold Taskmaster Give all your Kobolds +1/+0. /2	SC	U	●●	●●●●	IG
Goblin Artisans Use only when you cast an artifact. Flip a coin. If opponent wins, you are countered. Otherwise, draw a card. /1	SC	U	●●	●●●●	AQ, CH	Koerkev Koerkev is the number of non-walk creatures in play on your side. /1	SC	J	●●	●●●●	VS	Koerkev Koerkev is the number of non-walk creatures in play on your side. /1	SC	J	●●	●●●●	VS
Goblin Balloon Brigade Comes flying until end of turn. /1	SC	U	●●	●●●●	L, U, R, 4th	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Bomb During your upkeep, you may choose to flip a coin. If the flip ends up in your favor, put a fuse counter on Goblin Bomb. Otherwise, remove a fuse counter from Goblin Bomb. Remove two fuse counters from Goblin Bomb, set the Goblin Bomb to 20 damage to target player.	EN	R	●●	●●●●	WL	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Bombardment Sacrifice a creature: Bombardment deals 1 damage to target creature or player.	EN	U	●●	●●●●	TM	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Caves If target land is a basic mountain, all Goblins gain +0/+2	EL	C	●●	●●●●	DK	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Chirurgeon Sacrifice a Goblin: Regenerate target creature. 0/2	SC	C	●●	●●●●	FE	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Digging Team Use this ability only if a Digging Team to destroy target wall.	SC	C	●●	●●●●	DK, 5th	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Elite Infantry If in play, blocks or is blocked, it gets +1/+1 until end of turn. 2/2	SC	C	●●	●●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Fioliola Kinds of. At the start of the attack, pay ● or creatures blocking or blocked by Goblin Fioliola get first strike and end of turn. 2/2	SC	R	●●	●●●●	FE	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Grenade Sacrifice a Goblin: Deal 5 damage to target creature or player.	SOR	C	●●	●●●●	FE	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Grenadiers Sacrifice a Mountain: Destroy target creature and target land. Use this ability only if a Goblin Grenadiers is attacking and unblocked. 2/2	SC	U	●●	●●●●	WL	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Hero 2/2	SC	C	●●	●●●●	DK, 5th	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin King A. Goblins gain mountainwalk and +1/+1. 2/2	SC	R	●●	●●●●	L, U, R, 4th, 5th	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Kites Give target creature you control with toughness a greater than 2 flying until end of turn. Other effects may not increase target's toughness. At end of turn flip a coin. Bury target creature if opponent wins flip.	EN	U	●●	●●●●	FE	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Mauler Taunt. Mount cannot attack if opponent has an unblocked creature of power greater than 2. Can block creatures of power greater than 2. 5/3	SC	U	●●	●●●●	IA	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Recruiter When Recruiter comes into play, search your library for any number of Goblin cards. Put them on top of your library in any order. /1	SC	C	●●	●●●●	VS	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG
Goblin Rock Sled Tamp. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not attack if it attacked last turn. 3/1	SC	C	●●	●●●●	DK, 4th	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG	Koerkev's Torch Artifacts that target Koerkev's Torch each cost an additional ● to play. Koerkev's Torch deals X damage to target creature or player.	SOR	C	●●●●	2●●●	MG

FANTASTIC FOUR-STARS

Disintegrate. Fireball. Lava Burst. Koervek's Torch. They all fall into the same category: Patent, we said direct-damage spells with two limitations that keep them from being two-stars. They can only be played during your turn and require much mana to maximize their effectiveness.

Goblin War Drums Each player you control may not be targeted with less than two creatures.	EN	C	●●●●	2●●	FE, 5th
Goblin Warriors Do 2 damage to an target if you are in effect controlled by an opponent creature.	EL	R	●●●●	3●●	FE, 5th
Goblin Wizard Put a Goblin from your hand directly into play. Give target Goblin mountainwalk until end of turn. /1	SC	U	●●	●●●●	DK
Goatling Summoner Destroy target non-creature artifact with casting cost of X. /1	SC	U	●●●●	●●	AI
Goatling Wolf Cry Attacking creatures cannot be blocked by only one creature this turn. Play only if in combat before defense is chosen.	INS	C	●●	1●●	AU
Graze Gargoyles Flying. ●● Graze Gargoyles gets +0/+1. 2/2	SC	R	●●	●●●●	L, U, R
Gravity Sphere Creatures lose flying ability.	EN	R	●●	●●●●	IG
Gray Ogre 2/2	SC	C	●●	●●●●	L, U, R, 4th
Grizzled Wolverine Use only when Wolverine is blocked and only once. 2/2	SC	C	●●	1●●	IA
Guerrilla Tactics Do 2 damage to an target if you are in effect controlled by an opponent creature.	INS	C	●●	1●●	AU
Hammer of Bogardan Do 2 damage to any target. 2●●●● Return Hammer of Bogardan from your graveyard to your hand. Use only during your upkeep.	SOR	R	●●●●	1●●	MG
Hand of Hand Instant and abilities requiring activation cost cannot be played during combat.	EN	P	●●	●●●●	TM

Heart of Bogardan Cl. 2. If Heart of Bogardan's Cl is not paid, it deals damage equal to its last paid Cl to target player and each creature he controls.	EN	R	●●●●	●●●●	WL
Heart Sliver All Slivers are unaffected by summoning sickness. /1	SC	C	●●	●●●●	TM
Heart Wolf First strike. Target Dwarf gets first strike and +2/+0. If Dwarf leaves play this turn, bury Heart Wolf. Use only at beginning of combat. 2/2	SC	R	●●	●●●●	HL
Heath Charm Choose one—Destroy target artifact creature, or all attacking creatures get +1/+0 or target creature with power 2 or less is unblockable this turn.	INS	C	●●	●●●●	VS
Heath Storm At the end of each combat, destroy all creatures that blocked or were blocked this turn.	EN	R	●●	●●●●	WL
Heath Wave Cl. 1. Base creatures cannot block Cl. 1 creatures you control. Nonbase creatures cannot block creatures you control unless their controller pays an additional 1 life for each blocking creature.	EN	U	●●	●●●●	VS
Heath Wizard Gain control of a Dragon. If Heath Wizard is unblocked or he leaves					

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Name	Kind	CR	Rating	Cost	Sets Found
Lightning Bolt	INS	C	●●●●	3	TM
Lightning Bolt deals 4 damage to target creature or player.					
Lightning Bolt	INS	C	●●●●●	3	U,R,4th
Do 3 damage to one target.					
Lightning Cloud	EN	R	●●●●	3	VS
Do 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.					
Lightning Elemental	SC	C	●●●●	3	TM
Lightning Elemental is unaffected by summoning sickness. 4/1					
Lightning Reflexes	EC	C	●●●●	1	MG
You may choose to play Reflexes as an instant. If you do, buy it at end of turn. Enchanted creature gets +1/+0 and gains first strike.					
Lizard King	SC	C	●●●●	2	TM
4/3					
Magmaaur	SC	R	●●●●	3	TM
Magmaaur comes into play with five +1/+1 counters on it. During your upkeep, remove a +1/+1 counter from Magmaaur, or sacrifice Magmaaur and it deals 1 damage for each +1/+1 counter on it to each creature with flying and each player. 8/0.					
Magnetic Mountain	EN	R	●●●●	4	AN,R,4th
To untap a blue creature, controller must spend 4 during upkeep.					
Manabars	EN	R	●●●●	3	U,R,4th,5th
Do 4 damage to controller whenever he draws mana from any land.					
Mana Clash	SOR	R	●●●●	3	DK,4th,5th
Choose a player. You both flip a coin. Any player whose coin comes up tails loses life. Repeat until both players' coins come up heads.					
Mana Flare	EN	R	●●●●	2	U,R,4th,5th
Each land produces an extra mana of its normal type.					
Marxus of Keld	SL	R	●●●●	4	WL
Marxus of Keld has power and toughness each equal to the total number of untapped artifacts, creatures, and lands you control.					
Marton Stronghold	SL	R	●●●●	2	JA
If Marton attacks, all other attacking creatures gain +1/+1 until end of turn, where +1 equates the number of other attacking creatures. If Marton blocks, all other blockers gain +1/+1 until end of turn.					
Melee	INS	J	●●●●	4	IA
Cast on your turn during combat, before defense is chosen. Choose how your attackers are blocked. After declaring blockers, untap any unblocked attackers. Treat those creatures as if they had not attacked.					
Melting	EN	J	●●●●	3	IA
All snow-covered lands turn into non-snow-covered lands of some type.					
Meteor Shower	SOR	C	●●●●	3	IA
Do X-1 damage divided among any number of targets.					
Mijae Djinn	SC	R	●●●●	3	AN,R
If Djinn attacks, flip a coin. If opponent wins, Djinn taps but doesn't attack. 6/3.					
Mobile Justice	SC	C	●●●●	1	SH
Mobile Justice deals 1 damage to target player for each creature you control.					

Name	Kind	CR	Rating	Cost	Sets Found
Moog Infestation	SOR	R	●●●●	3	SH
Destroy all creatures target player controls. For each creature put into any graveyard in this way, put two Goblin tokens into play under that player's control. Treat these tokens as 1/1 red creatures.					
Moog Maniac	SC	J	●●●●	3	SH
Whenever Moog Maniac is dealt damage, it deals an equal amount of damage to target opponent. 1/1					
Moog Raider	SC	C	●●●●	3	TM
Sacrifice a Goblin: Target creature gets +1/+1 until end of turn. 1/1					
Moog Squad	SC	J	●●●●	3	TM
Moog Squad gets 1/1 for each other creature in play. 3/3.					
Mons' Goblin Raiders	SC	C	●●●●	3	U,R,4th,5th
1/1					
Mountain Goat	SC	C	●●●●	3	U,5th
Mountain Goat 1/1.					
Mountain Yeti	SC	C	●●●●	3	U,5th
Mountain Yeti 1/1. Mountain Yeti, protection from white. 3/3.					
Mudslide	EN	R	●●●●	2	IA
Nonflying creatures cannot untap unless their controller pays 2 for each creature he wishes to untap.					
Molothian Dragon	SC	R	●●●●	3	PR
Flying, banding. +1/+0 until end of turn. Buy Molothian Dragon if more than 2000 is spent in this manner in one turn. 1/1					
No Quarter	EN	R	●●●●	3	TM
Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.					
Ogre Enforcer	SC	R	●●●●	3	VS
Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it. 4/4					
Omen of Fire	INS	R	●●●●	3	AI
Return all islands to their owners' hands. Each player sacrifices a plane or a white permanent for each white permanent he controls.					
Opportunity	SC	J	●●●●	2	TM
Opportunity deals 1 damage to target creature that was damaged this turn. 2/2					
Orc General	SC	J	●●●●	2	DK
Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2					
Orcish Artillery	SC	J	●●●●	3	U,R,4th,5th
Does 2 damage to any target and 3 damage to you. 1/3. Aligned.					
Orcish Cannoneer	SC	J	●●●●	3	IA
Does 2 damage to any target and 3 damage to you. 1/3					
Orcish Captain	SC	J	●●●●	3	FE,5th
Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets 0/2. 1/1					
Orcish Conscripts	SC	C	●●●●	3	U,5th
Conscripts unless at least two other creatures attack. Cannot block unless at least two other creatures block. 2/2					
Orcish Farmer	SC	C	●●●●	3	U,5th
Turn target land into a swamp until its controller's next untap. 2/2					
Orcish Healer	SC	J	●●●●	3	IA
Target creature may not regenerate. Regenerate a block of green creature. Regenerate a block of green creature. 1/1					
Orcish Librarian	SC	R	●●●●	3	IA
Take the top eight cards of your library and randomly remove four from the game. Put the rest in any order on top of your library. 1/1					
Orcish Lumberjack	SC	C	●●●●	3	IA
Sacrifice a forest to add three mana to your mana pool. This mana can be any combination of green and red mana. 1/1					

Name	Kind	CR	Rating	Cost	Sets Found
Orcish Veteran	SC	C	●●●●	3	FE
Cannot block white creatures of power greater than 1. First strike until end of turn. 2/2.					
Orn	SC	R	●●●●	3	FE,5th
Orn can't attack if opponent has an untapped creature of power greater than 2. Can't block creatures of power greater than 2. 0/0.					
Pallidus	SC	R	●●●●	2	TM
Pallidus has power equal to the number of tapped lands target opponent controls. *3					
Panic	INS	C	●●●●	3	U,5th
Target may not block. Cannot					
Pillage	SOR	J	●●●●	3	AI
Bury target artifact or land.					
Power Surge	EN	R	●●●●	3	U,R,4th
Before untap phase, active player must count untapped lands. During his upkeep, that player takes 1 damage for each land that had been untapped.					
Primitive Justice	SOR	J	●●●●	1	AI
Destroy target artifact. Destroy a target artifact for each 1 you pay in addition to the casting cost. Destroy a target artifact and gain 1 life for each 1 you pay in addition to the casting cost.					
Prismatic Ooze	SC	C	●●●●	3	U,CH,5th
Must attack if possible. Add a +1/+1 counter at end of upkeep. Pay 1 per counter or Ooze deals 1 damage to you per counter and taps. 1/1					
Pyric Salamander	SC	C	●●●●	3	MG
+1/+0 until end of turn. Buy Salamander at end of turn. 1/1.					
Pyroblast	INT	C	●●●●	3	U,5th
Counter target spell or destroy target permanent if it is blue.					
Pyroclasm	SOR	J	●●●●	3	IA
Do 2 damage to each creature.					
Pyrokinesis	INS	J	●●●●	3	AI
You may remove a red card in hand from game instead of paying the casting cost. Do 4 damage divided among any number of creatures.					
Pyrotechnics	SOR	J	●●●●	3	U,5th,5th
Do 4 damage divided any way among any number of targets.					
Quorum French Games	SC	R	●●●●	3	U
Target planes produce 1 instead of 0 until end of game. 1/1					
Raging Bull	SC	C	●●●●	3	U
2/2. Baaaoooooooooing.					
Raging Gorrilla	SC	C	●●●●	3	VS
If Gorrilla blocks or is blocked, it gets +2/+2 until end of turn. 2/3					
Raging Ilver	EN	R	●●●●	3	U
When attacking, divide opponent's ground creatures on either side of River. Choose an unblocked side to place your attacks. Attacks can only be blocked by flying creatures or those on same side of River.					
Raging Spirit	SC	C	●●●●	3	MG
Raging Spirit is colorless until end of turn. 3/3					
Raiding Party	EN	R	●●●●	3	FE
Cannot be target of white spells or effects. Sacrifice an Orc to destroy all planes. Any player may tap a white creature to save up to 2 planes.					
Rathi Dragon	SC	R	●●●●	3	TM
Flying. When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon. 5/3					
Reckless Embodiment	SC	R	●●●●	3	MG
Wave does 1 damage to any target and 1 damage to itself. 2/2					
Red Elemental Blast	INT	C	●●●●	3	U,R,4th
Counter a blue spell being cast or destroy a blue card in play. Aligned. Yes, you can't type as instant.					
Reign of Chaos	SOR	J	●●●●	3	MG
Destroy target planes or island and target white or blue creature.					
Reckless Assault	SOR	R	●●●●	3	VS
Living planes that attacked this turn. You may declare an additional attack during your main phase this turn.					
Renegade Warlord	SC	J	●●●●	3	TM
First strike. If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn. 3/3.					
Retribution	SOR	J	●●●●	3	HL
Choose 2 creatures controlled by opponent. Buy one and put a +1/+1 counter on the other. That opponent chooses which creature is buried.					
Rock Hydra	SC	R	●●●●	3	U,R
Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys 1 counter unless controller spends 1 per head. During upkeep, new heads may be grown for 1 each space 0/0.					
Rock Hatchling	SC	J	●●●●	3	WL
When Hatchling comes into play, put four shell counters on it. During your upkeep, remove a shell counter from Hatchling. As long as no shell counters are on it, Hatchling gets +3/+2 and gains flying. 0/1					
Rock of Kher Ridges	SC	R	●●●●	3	U,R
Flying. 3/3.					
Rock Slide	INS	C	●●●●	3	VS
Rock Slide deals X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.					
Rogue Skycaptain	SC	R	●●●●	3	AI
Flying. At beginning of upkeep, put a counter on Skycaptain. During upkeep, pay 2 to remove counter on Skycaptain or remove all counters from Skycaptain and opponent gains control of Skycaptain. 3/4					
Rolling Thunder	SOR	C	●●●●	3	TM
Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.					
Rummation	SOR	R	●●●●	3	SH
Destroy all nonbasic lands.					
Rukh Egg	SC	C	●●●●	3	AN
If Rukh Egg goes to the graveyard from play, you get a Rukh token, a 4/4 flying red creature, at end of turn. 0/3					
Sabretooth Tiger	SC	C	●●●●	3	U,5th
First strike. 2/1					
Sandstone Warrior	SC	C	●●●●	3	TM
First strike. Sandstone Warrior gets +1/+0 until end of turn. 1/3					
Sawtooth Ogre	SC	R	●●●●	3	WL
If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth Ogre deals damage to that creature at end of combat. 3/3					
Scorched Earth	SOR	R	●●●●	3	TM
Choose and destroy X land cards. Destroy X target lands.					
Searing Spear Askon	SC	C	●●●●	3	MG
Flanking. Cannot be blocked by only one creature this turn. 2/2					
Searing Touch	INS	J	●●●●	3	TM
Buyback. Searing Touch deals 1 damage to target creature or player.					
Sedge Troll	SC	R	●●●●	3	U,R
Regenerates. Gains +1/+1 if you control any swamps. 2/2					
Seething Angor	SOR	C	●●●●	3	SH
Buyback. Target creature gets +3/+0 until end of turn.					

KILLER COMBOS



Shocker and Jade Manolith: The wording on Jade Manolith is pretty darned confusing these days, but if your opponent blocks your attacking Shocker, you can redirect the damage 1 deals to yourself, allowing you to thuck your hand and draw a new one. Shocked? Ho, he like confused as heck. But it's a good combo. Trust us.

Moog Bombers	SC	C	●●●●	3	SH
If any other creature comes into play, sacrifice Moog Bombers and it deals 3 damage to target player. 3/4					
Moog Conscripts	SC	C	●●●●	3	TM
Moog Conscripts cannot attack unless you have successfully cast a creature spell this turn. 2/2					
Moog Fanatic	SC	C	●●●●	3	TM
Sacrifice Fanatic: Fanatic deals 1 damage to target creature or player. 1/1					
Moog Flunkies	SC	C	●●●●	3	SH
Moog Flunkies cannot attack or block during a turn in which no other creature you control attacks or blocks. 3/3					

Orcish Mechanics	SC	C	●●●●	3	AO
Sacrifice an artifact. Deal 2 damage to any target. 1/1					
Orcish Mine	EN	J	●●●●	1	HL
Put three counters on Mine. Remove one counter when target land is tapped and during upkeep. Destroy land when last counter is removed. Orcish Mine deals 2 damage to land's controller.					
Orcish Oracle	EN	J	●●●●	3	U,R,4th,5th
All of your attacking creatures gain +1/+0 damage per attack. Aligned.					
Orcish Settlers	SC	J	●●●●	3	WL
Sacrifice Orcish Settlers. Destroy X target lands. 1/1					
Orcish Spy	SC	C	●●●●	3	FE
Look at the top three cards in target player's library. 1/1					
Orcish Squatters	SC	R	●●●●	3	U,5th
If Squatters is not blocked, you may have it do no damage and gain control of a land controlled by the defending player. 2/3					

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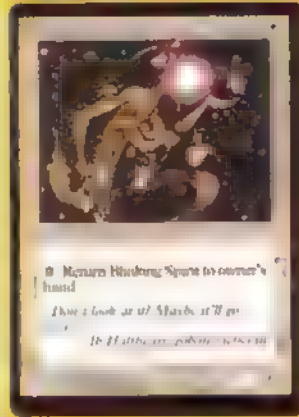
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Name	Kind	CR	Rating	Cost	Sets Found
Bandage Prevent 1 damage to any creature or player. Draw a card.	INS	C	2	1	SH
Battle Cry Untap all your white creatures. All blockers get +0/+1 this turn.	INS	U	2	2	IA
Beast Walkers Boasting until end of turn. 2/2.	SC	R	3	3	MI
Benalish Hero Banding, 1/1.	SC	C	2	2	LUR,4th,5th
Benalish Infantry Banding, 1/3.	SC	C	2	2	WL
Benalish Knight First strike. You may play Knight whenever you could play an instant. 2/2.	SC	C	2	2	WL
Benalish Missionary Targets blocked creature deals no damage this turn. 1/1.	SC	C	2	2	WL
Benevolent Unicorn Whenever a spell assigns damage, that damage is reduced by 1. 1/2.	SC	C	2	2	NG
Black Scarab Target creature gets +2/+2 as long as any other player has any black cards. Target creature cannot be blocked by black creatures.	EC	U	2	2	IA
Black Ward Target creature gains protection from black.	EC	U	2	2	LUR,4th
Blaze of Glory Target creature must block all creatures that it is legally eligible to block. Blocker's controller chooses how to distribute damage.	INS	R	3	3	IJ
Blessed Wine Gain 1 life. Conting.	INS	C	2	2	IA,5th
Blessing +1/+1.	EC	R	3	3	LUR,4th
Blinding Light Tap all non-white creatures.	SOR	U	2	2	MG
Blinking Spirit Return Blinking Spirit to its owner's hand. 2/2.	SC	R	3	3	IA,5th
Blood of the Martyr Until end of turn, you may redirect damage done to your creatures to yourself instead.	INS	U	2	2	DK,CH
Blue Scarab Target creature gets +2/+2 as long as any other player has any blue cards. Target creature cannot be blocked by blue creatures.	EC	U	2	2	IA
Blue Ward Target creature gains protection from blue.	EC	U	2	2	LUR,4th
Braintwash Target creature may not attack unless its controller spends 3.	EC	C	2	2	DK,4th,5th
Call to Arms Choose a color. As long as target opponent controls more cards of that color than of any other, all white creatures get +1/+1. Busy Call to Arms if at any time opponent doesn't control more cards of that color than any other color.	EC	R	3	3	IA
Calming Lizard Calming Lizard loses this ability and becomes a creature enchantment that reads "Enchanted creature cannot attack" instead of a creature. Move Calming Lizard onto target creature. You may pay 2 to end this effect. 2/2.	SC	U	2	2	SH
Comet Banding. Comet and those banded with it are immune to Deserts. 0/1.	SC	C	2	2	AN
Corruption Tap and to corrupt. Corrupt taken into play. Treat this token as a 0/1 white creature. 0. Sacrifice a creature to gain 1 life.	SC	C	2	2	A,5th
Corner Pegman Flying. Conting. 1/1.	SC	C	2	2	AJ
Crane You entangled creatures gain 0/+2. Attacker doesn't get this bonus.	INS	J	3	3	LUR,4th,5th
Crescent Crown Whenever cards you cast that use mana of a color you control are played, all uncolored mana symbols on all of those cards and permanents you control are replaced by that color.	EN	R	3	3	MG
Change of Heart Flying. 3. Target creature cannot attack this turn.	INS	C	2	2	SH
Circle of Protection: Black Prevent all damage against you from an artifact source.	EN	U	2	2	AQ,4th,5th
Circle of Protection: Blue Prevent all damage to you from one blue source.	EN	U	2	2	BUR,4th,IA,5th,IM
Circle of Protection: Green Prevent all damage to you from one green source.	EN	U	2	2	LUR,4th,IA,5th,IM
Circle of Protection: Red Prevent all damage to you from one red source.	EN	U	2	2	LUR,4th,IA,5th,IM
Circle of Protection: Shadow Prevent all damage to you from a creature with shadow.	EN	U	2	2	IM
Circle of Protection: White Prevent all damage to you from one white source.	EN	U	2	2	LUR,4th,IA,5th,IM
Civil Guarding Target creatures gets 0 until end of turn. Put target creature you control on top of owner's library. 1/1.	SC	R	3	3	MG
Clairvoyance Destiny all black creatures in play.	SOR	R	3	3	IA
Cleansing All lands are destroyed. Anyone may pay 1 life per land they wish to save.	SOR	R	3	3	DK
Clay Golem Prevent 1 damage to any creature or player. 1/1.	SC	C	2	2	IM
Clery of the King's Men Untap, Clery, regenerate unless opponent pays 1. 1/1.	SC	C	2	2	IG
Cloudchaser Eagle Flying. When Cloudchaser Eagle comes into play, destroy target enchantment. 2/2.	SC	C	2	2	IM

Name	Kind	CR	Rating	Cost	Sets Found	Name	Kind	CR	Rating	Cost	Sets Found
Colossal Dreadhewer During each player's upkeep, Colossal Dreadhewer deals 1 damage to that player. To each player concerned for the controls.	EN	U	2	2	IA	Equip Tap target land to counter a spell that destroys your land.	EN	C	2	2	IG
Combat Medic Prevent 1 damage to a player or creature. 0/2.	SC	C	2	2	FE	Equipose During your upkeep, for each land target player controls in excess of the number of lands you control, target land becomes a creature.	EN	R	3	3	VS
Consecrate Land Target land is immune from all effects that would destroy it.	EN	U	2	2	IJ	Errand of Duty Put a Knight token into play. Treat as a 1/1 white bonding creature.	INS	C	2	2	AI
Contemplation Whenever you successfully cast a spell, gain 1 life.	EN	U	2	2	SH	Ethereal Champion Flying. Prevent 1 damage to Ethereal Champion. 3/4.	SC	R	3	3	MG
Conviction All enchantments are now planes. You must pay 2 during upkeep.	EN	C	2	2	LUR,4th	Exile Remove target non-white creature from game. Gain life = toughness.	INS	R	3	3	AI
Cooperation Target creature gains +1/+3.	EC	C	2	2	IA	Exorcist Destroy target black creature. 1/1.	SC	R	3	3	DK
Covert Operations Target creature gains +1/+1.	EN	U	2	2	LUR,4th,5th	Eye for an Eye Do as much damage to controller of a creature, spell, or effect as target creature, spell, or effect does to you.	INS	R	3	3	AN,4th,5th
Crucible Whenever you cast more than one artifact during his untap phase.	EN	U	2	2	AQ	Eye of Singularity Whenever a creature enters into play, bury all permanents with the same name except basic lands. Whenever any permanent other than a basic land comes into play, bury any permanent already in play with same name.	EW	R	3	3	VS
Dagon Gullin Flying. Sacrifice Dagon Gullin. Destroy target black creature. 2/2.	SC	U	2	2	VS	Farmstead Once per turn, during your upkeep, you may spend 2 to gain 2 life.	E	R	3	3	LUR
D'Avoniar Archer Do 1 damage to target attacking or blocking creature. 1/2.	SC	C	2	2	IG,CH,5th	Farral's Mantle If target creature attacks and is not blocked it may deal X+2 damage to any other creature where X is the power of the enchanted creature.	EC	U	2	2	FE
Dazzling Beauty Target unblocked creature is considered blocked. Draw a card.	INS	C	2	2	MG	Farral's Zealot If Zealot is not blocked, you may deal 3 damage to a target creature. If so, Farral's Zealot deals no damage. 2/2.	SC	C	2	2	FE
Death Spell Destroy target creature.	SC	J	3	3	IM,5th	Farral's Priest Add 2 to mana pool. Bury if more than 2 is spent in one turn. 1/3.	SC	U	2	2	FE
Death Wish Whenever you successfully cast a spell, gain 1 life.	INS	C	2	2	LUR,4th,IA,5th						
Debt of Loyalty Regenerate target creature. Gain control of that creature.	INS	R	3	3	WL						

KILLER COMBOS



Blinking Spirit and Contemplation: If you're caught in a big, unbreakable stalemate, here's something to contemplate. For the cost of four mana, you can bounce the Blinking Spirit into your hand and put it back into play. With Contemplation in play, that's a gain of one pair of life. If you've got enough spare mana, you can do this trick twice or even three per turn.

Disempower Remove target artifact or enchantment on top of owner's library.	INS	C	2	2	MG
Distortion Destroy target enchantment or artifact.	INS	C	2	2	LUR,4th,IA,5th,IM
Dismantling Remove one counter during your upkeep. If both are removed, game ends in a draw.	EN	R	3	3	IG
Divine Orb Destroy target artifact, gaining you equipment costing most of artifact.	INS	C	2	2	IG,MG,5th
Divine Reckoning Do 2 damage to target attacking creature for each attacking creature.	INS	R	3	3	MG
Disrupting Target creature gets +3. +3.	EN	C	2	2	IG,4th,5th
Dragon's Breath During your upkeep, pay 2 to destroy Dragon. In order to cast a spell, you must sacrifice a dragon. Destroy all dragons.	EN	L	3	3	IA
Druid's Protection Flying. Protection from black. 1/1.	EN	U	2	2	WL
Dust of Disillusion Remove any two target artifacts from the game.	SOR	U	2	2	DK,5th
Elder Golem Flying. 1st strike. 2/2.	SC	R	3	3	MG
Eldritch Horror Flying. 1st strike. 2/2.	SC	R	3	3	IG,4th
Elite Archer Flying. 1st strike. 2/2.	SC	C	2	2	IM
Elusive Flying. 1st strike. 2/2.	SC	C	2	2	IA
Empire of the Sun Creature gets +X/+X, where X is the number of cards in your hand.	EN	C	2	2	WL
Enduring Renewal Prevent 1 damage from enchanted creatures. 2/2.	EN	C	2	2	IG
Enlightenment Put your hand face up. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.	EN	R	3	3	IA
Enlightened Tutor Search your library for an artifact or enchantment card and reveal that card to all players. Put the revealed card back on top of your library.	INS	U	2	2	MG

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Enlightenment Put your hand face up. If you draw a creature, discard it. When a creature goes to your graveyard from play, return it to your hand.	EN	R	3	3	IA
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Name	Type	CR	Rating	Artist	Cost	Sets Found
Glyph of Life	INS	C	•	•	•	LG
Gain life equal to the damage done to target until end of turn.						
Gossamer Chains	EN	C	•	•	•	VS
Return Gossamer Chains to owner's hand. Target unblocked creature deals no combat damage this turn.						
Great Defender	INS	U	•	•	•	LG
Give target +0/+X until end of turn where X is the creature's cost.						
Great Wall	EN	J	•	•	•	LG
Creatures with plowwalk may be blocked.						
Greater Realm of Preservation	EN	J	•	•	•	LG, 5th
Prevent all damage to you from a red or black source.						
Green Scarab	EC	J	•	•	•	IA
Target creature gets +2/+2 as long as any other player has any green cards. Target creature cannot be blocked by green creatures.						
Green Ward	EC	J	•	•	•	LU, R, 4th
Target creature gains protection from green.						
Guardian Angel	INS	C	•	•	•	LU, R
Prevent all damage dealt to a target. Put this card next to Protected.						
Guided Strike	INS	C	•	•	•	WL
Target creature gets +1/+0 until end of turn. Draw a card.						
Hallowed Ground	EN	J	•	•	•	IA
Return a non-snow-covered land you control to its owner's hand.						
Hand of Justice	SC	R	•	•	•	FE
Top three white creatures you control to destroy target creature. 2/6.						
Honors of Custody	EN	R	•	•	•	TM
Artifacts cannot be the target of spells or abilities.						
Huzuhu, the Abbot	SL	R	•	•	•	HL
Redded to Huzuhu X damage dealt to a white creature you control. 2/5.						
Heal	INS	C	•	•	•	IA, 5th
Prevent 1 damage to any target. Cantrip.						
Healing Salve	INS	C	•	•	•	LU, R, 4th, MG, 5th
Gain 3 life, or prevent up to 3 damage.						
Heaven + Gate	INS	L	•	•	•	LG
Change the color of one or more creatures to white until end of turn.						
Heavy Ballista	SC	C	•	•	•	WL
Ballista deals 2 damage to target attacking or blocking creature. 2/3.						
Heraldry	EN	U	•	•	•	FE
Sacrifice a white creature to prevent red attackers from dealing damage in combat this turn. Attacker may pay 2 so an attacker may deal damage normally.						
Hero's Resolve	EC	C	•	•	•	TM
Encouraged creature gets +1/+5.						
Hidden Reveal	EN	R	•	•	•	SH
Choose a card in your hand and put it on top of your library. Prevent all damage from an instant or sorcery.						
Hippogriff	SC	U	•	•	•	IA, 5th
Cannot block creatures with power 3 or greater unless you pay 3.						
Holy Arrow	EC	C	•	•	•	LU, R, 4th
Target creature gets +0/+2.						
Holy Day	INS	C	•	•	•	LG
Creatures attack and block as normal but deal no damage.						
Holy Light	INS	C	•	•	•	DK
Give all non-white creatures -1/-1 until end of turn.						
Holy Strength	EC	C	•	•	•	LU, R, 4th, 5th
Target creature gets +1/+2.						
Honor Guard	SC	C	•	•	•	SH
Honor Guard gets +0/+1 until end of turn. 1/1.						
Honorable Passage	INS	J	•	•	•	VS
Prevent all damage to you or target creature from any one source. If that source is red, Honorable Passage deals to the source's controller an amount of damage equal to the amount of damage prevented.						
Hope Charm	INS	C	•	•	•	VS
Choose one—target creature gains first strike until end of turn, or target player gains 2 life, or destroy target local enchantment.						
Humility	EN	R	•	•	•	TM
Each creature loses all abilities and is a 1/1 creature.						
Icon of Authority	SC	C	•	•	•	FE
Banding. First strike. All creatures that band with Icon of Authority gain first strike until end of turn. 1/1.						
Icon of Justice	SC	C	•	•	•	FE
Put a javelin counter on Javelinbees when cast. Remove the counter to deal 1 damage to any target. 1/1.						
Icon of Loyalty	SC	R	•	•	•	FE
Give target Soldier +1/+0 until end of turn. 1/2.						
Icon of Monarchy	SC	C	•	•	•	FE
Use 3 life when casting and put three counters on Icon of Monarchy. During your upkeep, put a counter on Monarchy. Sacrifice Monarchy during your upkeep to gain 1 life to each counter on it. 0/2.						
Icon of Phalanx	SC	U	•	•	•	FE, 5th
Bands. 2/4.						
Icon of Power	SC	J	•	•	•	FE
Make target creature +1/+1 until end of turn. 1/1.						
Icon of Scout	SC	C	•	•	•	FE, 5th
Give target creature first strike. 1/1.						
Icon of Slaughter	SC	R	•	•	•	FE
Banding, first strike. All creatures that band with Slaughterers gain first strike until end of turn. 1/1.						
Italian Town	SDR	R	•	•	•	FE, 5th
Put four Citizen tokens, which are 1/1 white creatures, in play.						
Illusionary Aura	INT	J	•	•	•	MG
Counter target artifact or enchantment spell. That spell's cost gains an amount of life equal to the spell's casting cost.						
Impeccable Aura	INS	C	•	•	•	LG
Reduce to 0 all damage dealt to target creature until end of turn.						
Infantry Veteran	SC	C	•	•	•	VS
Target attacking creature gets +1/+1 until end of turn. 1/1.						
Infinite Authority	EC	R	•	•	•	LG, CH
After combat, destroy all creatures with toughness 3 or less blocking or blocked by enchanted creature. Put a +1/+1 counter on target for each creature destroyed.						
Inheritance	EN	U	•	•	•	AI
Draw a card. Use this only when a creature is put into the graveyard from play and only once for each creature put into the graveyard.						
Inner Sanctum	EN	R	•	•	•	WL
0/2 life. All damage dealt to creatures you control is reduced to 0.						
Involuntarily	INS	U	•	•	•	TM
Prevent all damage to you from one source.						
Iron Tusk Elephant	SC	U	•	•	•	MG
Temple. 3/3.						

Name	Type	CR	Rating	Artist	Cost	Sets Found
Islamic Sanctuary	EN	R	•	•	•	LU, R, 4th, 5th
If you decline one card during your draw phase, only flying or clerical creatures may attack you until your next turn.						
Ivory Charm	INS	C	•	•	•	MG
Choose one—creature gets 2/0 until end of turn, or prevent 1 damage to any creature or player, or top target creature.						
Ivory Gargoyle	SC	R	•	•	•	AU
Flying. If Gargoyle is put into the graveyard from play, put it into play under owner's control at end of turn and stop your next draw phase.						
Ivory Guardians	SC	U	•	•	•	LG, CH, 5th
Protection from red. All Guardians are +1/+1 if opponent controls any red cards. 3/3.						
Jabari Influence	INS	R	•	•	•	MG
Play only after combat. Gain control of target non-artifact creature that attacked you this turn and put a 0/1 counter on it.						
Jannurion Lion	SC	C	•	•	•	VS
Target creature cannot block this turn. 3/1.						
Jihad	EN	R	•	•	•	AM
+2/+1 to white creatures whose chosen color of opponent's is in play. Discard fixed 3 cards of that color in play.						
Jumpstart Advocate	SC	L	•	•	•	AI
If Advocate is untapped, all your green creatures get -1/+1. 1/2.						
Justice	EN	U	•	•	•	IA, 5th
You must pay 2 during upkeep. When a red creature deals damage, Justice deals the same damage to the effect's controller.						
Karma	EN	J	•	•	•	LU, R, 4th, 5th
During each player's upkeep, he takes 1 damage for each swamp he controls.						
Keepers of the Faith	SC	C	•	•	•	LG, CH
7/3.						

Name	Type	CR	Rating	Artist	Cost	Sets Found
Kjeldor on Pride	EC	C	•	•	•	AI
Each time you cast a spell, Kjeldor on Pride from creature if enchanted to another creature. The new target must be legal.						
Kjeldor on Pride	SC	R	•	•	•	IA, 5th
Reduce all damage done to you by unblocked creatures this turn to 0.						
Kjeldor on Pride	SC	R	•	•	•	IA, 5th
Flying, banding, first strike. 2/2.						
Kjeldor on Pride	SC	C	•	•	•	IA
Flying, banding, first strike. 1/1.						
Kjeldor on Pride	SC	C	•	•	•	IA
Banding. 1/1.						
Knight of Dawn	SC	U	•	•	•	TM
Ferocious. Knight of Dawn gains protection from the color of your choice until end of turn. 2/2.						
Knight of Valor	SC	C	•	•	•	VS
Each creature without blocking Knight of Valor gets -1/-1 until end of turn. Use this ability only once each turn. 2/2.						
Knight of Valor	SC	R	•	•	•	DK
Protection from red, banding. 2/2.						
Knight of Valor	SC	U	•	•	•	LU, R
Target creature gains first strike.						
Knight of Valor	SC	U	•	•	•	SH
Reduce 1 damage from Lancers to a creature you control. 3/3.						
Land Tax	EN	R	•	•	•	LG, 4th
If opponent controls more lands than you during your upkeep, you may take up to three basic lands from your library into your hand.						
Land Tax	SC	R	•	•	•	HL
Target player loses all poison counters and takes 1 damage per counter. 1/0.						
Land Tax	EN	R	•	•	•	LG
Gain 1 life whenever target opponent taps a mountain.						
Land Tax	EN	J	•	•	•	TM
Block. Enchantments cannot attack or block.						
Land Tax	NS	P	•	•	•	IA
Give target creature first strike until end of turn. Cantrip.						
Land Tax	SC	R	•	•	•	VS
Destroy all black creatures with flying. 2/2.						
Land Tax	SC	R	•	•	•	IA
Each time you cast a spell, you may pay 1 to destroy a creature you control. 1/0.						
Land Tax	SC	R	•	•	•	TM
Creatures with power 3 or greater do not untap during their controllers' upkeep phases. 3/3.						
Land Tax	INS	C	•	•	•	AI
Redirect to target creature you control any amount of damage until end of turn.						
Land Tax	SDP	R	•	•	•	DK
Remove all white creatures from the game. Each player must draw a card for each white creature he or she controlled.						
Land Tax	SC	J	•	•	•	AQ
Damage done to you by artifacts is instead done to Morsels of Korlis unless Morsels of Korlis is tapped. 1/0.						
Land Tax	SC	C	•	•	•	TM
Top target creature. 1/2.						
Land Tax	SC	J	•	•	•	WL
Top target creature blocking. 2/2.						
Land Tax	SC	J	•	•	•	MG
Flying. Protection from black. 3/3.						
Land Tax	SC	R	•	•	•	IA
4 players may pay 3 to prevent Morsels from dealing damage. 3/3.						
Land Tax	SC	C	•	•	•	HL, 5th
Flying. 1. +0/+1 until end of turn. 1/1.						
Land Tax	SC	C	•	•	•	LU, R, 4th, 5th
Flying, banding. 1/1.						
Land Tax	SC	C	•	•	•	DK
Destroy target enchantment on any of your creatures. 1/1.						
Land Tax	INS	L	•	•	•	VS
Put target creature and then you graveyard into play and put a +1/+1 counter on that creature. Treat the creature as though it were just played.						
Land Tax	SC	L	•	•	•	WL
Put 11 Midnight Griffin in play into any graveyard from play, remove Midnight Griffin from the game, then put the top creature card from your graveyard into play. 2/2.						
Land Tax	EN	R	•	•	•	LG
Non-flying creatures cannot attack.						
Land Tax	SC	C	•	•	•	AN
Temple. 3/3.						
Land Tax	INS	C	•	•	•	DK, 4th
Give all attacking creatures +1/+1 until end of turn.						
Land Tax	SC	C	•	•	•	TM
Mounted Archers can block additional creature this turn. 2/3.						
Land Tax	SC	J	•	•	•	MG
Flying. Return Midnight Griffin to owner's hand and return target Griffin to your graveyard to your hand. Use only during your upkeep. 2/2.						
Land Tax	SC	C	•	•	•	MG
Banding. 1/1.						
Land Tax	SC	C	•	•	•	MG
Banding, Temple. 2/2.						
Land Tax	EN	C	•	•	•	AI
Target creature gains first strike until end of turn.						
Land Tax	SC	P	•	•	•	SH
Reduce 1 damage from Homards on Kor to a creature you control. 1/1.						
Land Tax	SC	R	•	•	•	LU, R, 4th
Destroy a black card in play. 3/3.						
Land Tax	EN	P	•	•	•	MG
You and target opponent each name a card except a basic land. Those cards cannot be played.						

Name	Kind	CR	Rating	Cost	Sets Found
Spirit Mirror During your upkeep, if there are no Reflection tokens in play, put a Reflection token into play. Treat this token as a 2/2 white creature. 0: Destroy target Reflection.	EN	R	●●●	●●●●	TM
Spiritual Sanctuary Any player controlling plains gains 1 life during his upkeep.	EN	R	●●●	2 ●●●	LG
Squire 1/2	SC	C	●●	1 ●●	DK
Staunch Defenders When Staunch Defenders comes into play, gain 4 life. 3/4	SC	L	●●●	3 ●●●	TM
Sun Cisp Enchanted creature gets +1/+3. Return creature to owner's hand.	EC	C	●●	1 ●●	VS
Sunweb Flying. Cannot block creatures with power 2 or less. 5/6	MG	R	●●●	●●●●	MG
Sustaining Surtit C. 1 ●● Any damage that would reduce your life total to less than 1 instead reduces it to 1. 0/3	SC	R	●●●	1 ●●	AI
Swords to Plowshares Remove target creature from game. Creature's controller gains life points equal to the creature's power.	INS	U	●●●●	●	JR, 4th, IA
Swarm Defenses 1. Change power to the toughness of target creature blocking or being blocked by Swarm Defenses minus 1 until end of turn. Change toughness to one plus the power of that creature until end of turn. 1/3.	SC	R	●●●	2 ●●●	AI
Talon Silver 1/2	SC	C	●●	1 ●●	TM
Tarh Each player changes a creature with the highest casting cost he controls, and pays mana equal to that creature's casting cost or burns the creature.	SOR	R	●●●●	●●●	WL
Telen's Honor Guard Flanking ●●● Phase out, 2/2	SC	U	●●●	2 ●●	VS
Temper Prevent up to X damage to target creature. For each 1 damage prevented in this way, put a +1/+1 counter on that creature.	NS	J	●●	X 1 ●●	SH
Terenko Griffin Bandaging, flying, 2/2	SC	C	●●●	●●●	MG
Thunder Spirit Flying, first strike, 2/2	SC	R	●●●●	1 ●●●	LG
Tithe Search your library for a plains card. If you control fewer lands than target opponent, you may search your library for a card. Reveal those cards to all players and put them into your hand.	INS	R	●●	●●	VS
Tivador's Crusade All Goblins are destroyed.	SOR	J	●	1 ●●●	DK
Trade Caravan During your upkeep, put a counter on Trade Caravan. Remove two counters from Trade Caravan to untap a basic land. Use only during opponent's upkeep. 1/1	SC	C	●●	●●	ML
Truce Each player may draw up to two cards. For each card less than two the player draws, player gains 2 life.	INS	R	●●●	2 ●●	HR, 5th
Tundra Wolves First strike 1/1.	SC	C	●●	●●	LG, 4th, 5th
Unlikely Alliance ●●● Target non-attacking, non-blocking creature gets +0/+2.	EN	U	●●	●●	AJ
Urayo's Griffin Flying. Sacrifice Urayo's Griffin. Counter target red spell that assigns damage to you or a creature you control. 2/2.	SC	U	●●●	●●	MG
Venerable Monk When Venerable Monk comes into play, gain 2 life. 2/2	SC	C	●●	●●	SH
Veteran Bodyguard Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/3.	SC	R	●●●●	●●●●	L, U, R
Vigilant Martyr Sacrifice Martyr. Regenerate target creature. ●●●● Sacrifice Martyr. Counter a target spell that targets an enchantment in play. 1/1	SC	L	●●●	●●	MG
Visions Look at the top five cards of any library, then reshuffle it if you want.	SOR	U	●●●	●●	LG, 4th
Volunteer Reserves Bandaging, CL ●●, 2/4	SC	U	●●	●●	WL
Wall of Callings If Wall of Callings blocks with other walls, it gains bandaging. 2/1	SC	C	●●	●●	LG
Wall of Essence For each 1 combat damage dealt to Wall of Essence, gain life 0/4	SC	U	●●●	2 ●●	SH
Wall of Light Protection from black 1/5	SC	C	●●	2 ●●	LG
Wall of Resistance Flying. At the end of any turn in which Wall of Resistance is dealt damage, put a +0/+1 counter on it. 0/3.	SC	C	●●	1 ●●	MG
Wall of Swords Flying, 3/5.	SC	U	●●●	●●●	L, U, R, 4th, 5th
Ward of Lights You may play Ward of Lights as an instant. If you do, bury it at end of turn. Enchanted creature gains protection from a color of your choice.	EE	C	●●	●●	MG
War Elephant Bandaging, trample, 2/2.	SC	C	●●●	●●●	AN, CH
Warrior Whenever target opponent successfully casts a red spell, gain 2 life.	EN	U	●●●	●●	TM
Warrior Angel Flying. For each 1 damage Warrior Angel deals, gain 1 life. 3/4	INS	C	●●	●●	IA
Warrior's Honor All creatures you control get +1/+1 until end of turn.	SC	R	●●●●	●●●●	SH
White Knight Protection from black, first strike, 2/2	INS	C	●●●	●●●	VS
White Starab Target creature gets +2/+2 as long as any other player has any white cards. Target creature cannot be blocked by white creatures.	SC	U	●●●●	●●●●	L, U, R, 4th, 5th
White Unicorn Target creature gains protection from white.	EC	J	●●	●●	IA
Wild Aesthr Flying, first strike. ●●● +2/+0 until end of turn. You cannot spend more than ●●● in this way each turn. 1/1.	SC	C	●●●	●●●	AI

Name	Kind	CR	Rating	Cost	Sets Found
Winds of Rath Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.	SOR	R	●●●	●●●●	TM
Witch Hunter Do 1 damage to target player. ●●●● Return target creature to owner's hand. 1/1	SC	U	●●●	●●●●	DK, CH
Worthy Cause Enchant 2. Sacrifice a creature. Gain life equal to the creature's toughness. 1/1	INS	U	●●	●●	TM
Yare Target creature defending player controls gets +3 +0 until end of turn. That creature may block up to three creatures this turn.	NS	P	●●	2 ●●	MG
Yeathal Knight 1/1	SC	C	●●	1 ●●	SH
Zhai Flying, 1 ●● Target Knight gets +1 until end of turn. 2/2	SC	L	●●●●	2 ●●	MG
Zhai Flying, 1 ●● Red text. damage from Red text Crusader to target creature. 1/1	SC	R	●●●●	1 ●●	VS
Zhai Flying, 1 ●● First strike until end of turn. 2/2	SC	C	●●●	2 ●●	MG
Zube Flying. Counters as a Griffin. As other Griffin, get +1 +3/3	SC	R	●●●	●●	MG

LANDS

Adriatic Waters Add ●● to your mana pool and take 1 damage.	LAN	U	●●●●	●	J, 5th
Adventurers' Guildhouse All your green legends may band with other legends.	LAN	U	●●	●●	LG
An-Hervo Township Add 1 colorless mana to your pool. Add ●● to your pool.	LAN	U	●●	●●	ML
Ancient Tomb Add two colorless mana to your pool. Tomb deals 2 damage to you.	LAN	U	●●	●●	T
Arena You and opponent choose a creature. Both creatures are tapped and deal their power in damage to one another.	LAN	R	●●●	●●	PP
Aysan Abbey Add 1 colorless mana to your pool. Add ●● to your pool.	LAN	U	●●	●●	ML
Badlands Add ●● or ●● to your mana pool. Counts as a mountain and a swamp.	LAN	R	●●●●	●	L, U, R

Brushland Add ●● colorless mana to your pool. Add ●● to your mana pool and take 1 damage.	LAN	R	●●●●	●	IA, 5th
Caldera Lake Add one colorless mana to your mana pool.	LAN	R	●●●	●●	TM
Castle Sengir Add ●● colorless mana to your pool. Add ●● to your pool.	LAN	R	●●●	●●	ML
Cathedral of Serra Add one white legends may band with other legends.	LAN	U	●●	●●	LG
Cinder Marsh Add one colorless mana to your mana pool. Add ●● or ●● to your mana pool. Cinder Marsh does not untap during your next untap phase.	LAN	U	●●	●●	TM
City of Brass Add ●● mana of any color. Take 1 damage whenever City is tapped.	LAN	R	●●●●	●	AN, CH, 5th
City of Shadows Remove one of your creatures from the game and put a counter on City of Shadows. Add 1 colorless mana to your mana pool, with X equaling the number of counters on City of Shadows.	LAN	R	●●●●	●	DK
Carai Atoll Continuous play-tapped. When Atoll comes into play, return an untapped island to your hand or bury it.	LAN	U	●●	●●	VS
Crystal Vein Add 1 to your mana pool. Sacrifice. Add 2 to your mana pool.	LAN	U	●●	●●	ME
Desert Add ●● to your mana pool. Do 1 damage to any attacking creature after it deals damage.	LAN	R	●●●●	●	ML
Diamond Valley Increase a creature to gain life equal to its toughness.	LAN	R	●●●●	●	AN
Dormant Volcano Comes into play tapped. When Dormant Volcano comes into play, return an untapped mountain you control to owner's hand or bury Dormant Volcano.	LAN	R	●●	●●	VS
Dwarven Hold Comes into play tapped. You may leave Hold tapped to put a counter on it. Remove any number of counters, adding ●● for each one.	LAN	R	●●	●●	FE, 5th
Dwarven Ruins Comes into play tapped. Add ●● to your mana pool. Sacrifice. Add ●● to your mana pool.	LAN	U	●●	●●	FE, 5th
Ebon Stronghold Comes into play tapped. Add ●● to your mana pool. Sacrifice. Add ●● to your mana pool.	LAN	U	●●	●●	FE, 5th
Elephant Graveyard Add ●● to your mana pool. Regenerate an Elephant or Mammoth.	LAN	R	●●●	●	AN
Everglades Comes into play tapped. When Everglades comes into play, return an untapped swamp you control to owner's hand or bury Everglades. Add 3 to your mana pool.	LAN	U	●●	●●	VS
Flood Plain Comes into play tapped. Sacrifice Flood Plain. Search your library for a plains or island. Put that land into play.	LAN	U	●●	●●	MG
Gemstone Mine When Gemstone Mine comes into play, put three counters on it. Remove a counter from Gemstone Mine. Add one mana of any color to your mana pool. If there are no counters on Gemstone Mine, bury it.	LAN	U	●●●	●●	WL
Ghost Town Add one colorless mana to your mana pool. Return Ghost Town to owner's hand. Use this ability only during another player's turn.	LAN	U	●●	●●	TM
Glacial Chasm CL: 2 life. Sacrifice a land when Glacial Chasm comes into play. You may not attack. All damage done to you is reduced to 0.	LAN	U	●●	●●	IA
Grasslands Comes into play tapped. Sacrifice Grasslands. Search your library for a forest or plains. Put that land into play.	LAN	U	●●	●●	MG
Griffin Canyon Add one colorless mana to your mana pool. Untap target Griffin. That Griffin gets +1/+1 until end of turn.	LAN	R	●●	●●	VS
Halls of Mir CL: 2. No creature may attack it if attacked during its controller's last turn.	LAN	R	●●	●●	IA
Hammurheim Add ●● to your mana pool. Remove land/walking from target creature until end of turn.	LAN	U	●●	●●	LG
Havenwood Bathground Comes into play tapped. Add ●● to your mana pool. Sacrifice Havenwood Bathground. Add ●● to your mana pool.	LAN	U	●●	●●	FE, 5th
Heart of Yavimaya When Heart of Yavimaya comes into play, sacrifice a forest or bury Heart. Add ●● to your mana pool. Target creature gets +1/+1.	LAN	R	●●	●●	AJ
Hollow Trees Comes into play tapped. You may leave Trees tapped to put a counter on it. Remove any number of counters, adding ●● for each one.	LAN	R	●●	●●	FE, 5th
Iron Shore Comes into play tapped. You may leave Shore tapped to put a counter on it. Remove any number of counters, adding ●● for each one.	LAN	R	●●	●●	FE, 5th
Ice Floe You may choose not to untap Ice Floe. Tap a non-flying attacking creature. That creature doesn't untap as long as Ice Floe is tapped.	LAN	U	●●	●●	IA, 5th
Island of Wak-Wak Reduce the power of one flying creature to 0 until end of turn.	LAN	R	●●	●●	AN
Jungle Basin Comes into play tapped. When Basin comes into play, return an untapped forest you control to owner's hand or bury Basin. Add 1 to your pool.	LAN	U	●●	●●	VS
Karakas Add ●● to your mana pool. Return target legend to owner's hand.	LAN	R	●●●●	●	LG
Karso Comes into play tapped. When Karso comes into play, return an untapped island you control to owner's hand or bury Karso. Add ●● to your pool.	LAN	R	●●	●●	VS
Korpusan Forest Add ●● to your mana pool. Add ●● to your mana pool and take 1 damage. Add ●● to your mana pool and take 1 damage.	LAN	R	●●	●●	IA, 5th
Kjeldoran Outpost When Outpost comes into play, sacrifice a plains or bury Outpost. Add ●● to your mana pool. Put a 1 socket token into play.	LAN	R	●●	●●	AI

FANTASTIC FOUR-STAR

It was an idea to give the land that Wall of Light ever rep for the game. For the Wall of Light 5th. For the point is the next best thing to the wall. They will ever for live up to the original. For the making point of damage is the best — the best — the best — determining the game.

Bad River Comes into play tapped. Search your library for an island or swamp. Put that land into play.	LAN	U	●●	●●	MG
Balduran Trading Post When Post comes into play, search your library for a forest or plains. Add 1 to your mana pool. Do 1 damage to your attacker.	LAN	R	●●	●●	AJ
Bayou Add ●● or ●● to your mana pool counts as a Swamp and a Forest.	LAN	U	●●●●	●●	R
Barren of Boghadow Draw five cards, immediately discard three cards from your hand.	LAN	R	●●●	●●	AJ
Barrenness Vault Comes into play tapped. You may leave Vault tapped to put a counter on it. Remove any number of counters, adding ●● for each one.	LAN	R	●●	●●	FE, 5th

- Restricted
- Banned in Type 1.5 only
- Banned in Extended only
- ART Artifact
- CL Counter
- CR Curse
- CU Continuous Upkeep
- EN Enchantment
- EE Enchant
- EL Enchant Land
- EN Enchantment
- EW Enchant World
- INS Instant
- INT Interrupt
- LAN Land
- LL Legendary Land
- MS Magic Source
- SC Summon Creature
- SOR Sorcery

MAGIC

The Gathering

players guide

Name	Kind	CR	Rating	Sets Found
Koskun Keep	LAN	U	••	HL
Add 1 colorless mana to your pool. Add to your pool. Add to your pool. Add to your pool.				
Lake of the Dead	LAN	R	•••	AI
When Lake comes into play, sacrifice a swamp or bury Lake. Add to your mana pool. Sacrifice a swamp to add to your pool.				
Land Cap	LAN	R	••	IA
If any counters are on Land Cap, it doesn't untap. Remove a counter from it at the end of your upkeep. Add to your mana pool and put a counter on Land Cap. Add to your mana pool and put a counter on Cap.				
Lava Tubes	LAN	R	••	IA
If any counters are on Lava Tubes, it does not untap. Remove a counter from Lava Tubes at end of your upkeep. Add to your pool and put a counter on Tubes. Add to your pool and put a counter on Tubes.				
Library of Alexandria	LAN	R	••••	AN
Add to your mana pool. Draw a card from your library if you have exactly seven cards in hand.				
Lotus Vale	LAN	R	•••	WL
When Lotus Vale comes into play, sacrifice two untapped lands or bury Lotus Vale. Add three mana of any one color to your mana pool.				
Maze of Ith	LAN	U	•••••	DK
Untap target attacking creature. Creature neither deals nor receives damage as a result of combat.				
Maze of Shadows	LAN	U	••	TM
Add one colorless mana to your mana pool. Untap target attacking creature with shadow. That creature neither deals nor receives combat damage.				
Mishra's Factory	LAN	U	••••	AQ, 4th
Add to your mana pool or give any Mishra's Factory +1/+1 until end of turn. Mishra's Factory becomes a 2/2 artifact creature, until end of turn.				
Mishra's Workshop	LAN	R	•••••	AQ
Add to your mana pool which may only be used to cast artifacts.				
Mogg Hollows	LAN	U	•••	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Mogg Hollows does not untap during your next untap phase.				
Mountain Stronghold	LAN	U	••	LG
All your red legends may band with other legends.				
Mountain Valley	LAN	U	••	MG
Comes into play tapped. Sacrifice Mountain Valley: Search your library for a mountain or forest. Put that land into play.				
Oasis	LAN	U	••	AN, 4th
Prevent 1 damage to any creature.				
Pandelhaven	LAN	U	•••	LG
Add to your mana pool. Make target 1/1 creature +1/+2 until end of turn.				
Fine Barrens	LAN	R	•••	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Fine Barrens deals 1 damage to you.				
Plateau	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as a mountain and a plains.				
Quicksand	LAN	U	••	VS
Add to your mana pool. Sacrifice Quicksand: Target attacking creature without flying gets -1/-2 until end of turn.				
Rainbow Vale	LAN	R	••	FE
Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.				
Reflecting Pool	LAN	R	•••	TM
Add to your pool 1 mana of any type that any land you control can produce.				
River Delta	LAN	R	••	IA
If there are any counters on Delta, it does not untap. Remove a counter from Delta at the end of your upkeep. Add to your pool and put a counter on Delta. Add to your mana pool and put a counter on Delta.				
Rocky Tar Pit	LAN	U	••	MG
Comes into play tapped. Sacrifice Rocky Tar Pit: Search your library for a swamp or mountain. Put that land into play.				
Rooster Depths	LAN	U	•••	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Rooster Depths does not untap during your next untap phase.				

Name Kind CR Rating Sets Found

KILLER COMBOS



Worthy Cause and Disturbed Burial: Hey, it's more repeated life-gaining! With these two buyback spells you can shuffle a creature in and out of the graveyard, gaining life equal to its toughness every time it exits the game. This is especially effective with a cheap wall or—dare we suggest it—a Phyrexian Walker. Next life-combo: Fountain of Youth and Ancient Tomb. Wait a second...

Rules of Trokair	LAN	U	•••	FE, 5th
Comes into play tapped. Add to your mana pool. Sacrifice Rules of Trokair: Add to your mana pool.				
Safe Haven	LAN	R	••	DK, CH
Remove a creature you control from game. During upkeep, sacrifice Safe Haven to return all creatures if has removed from game to play.				
Salt Flats	LAN	R	•••	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Salt Flats deals 1 damage to you.				
Sand Silos	LAN	R	••	FE, 5th
Comes into play tapped. You may leave Silos tapped to put a counter on it. Remove any number of counters, adding for each one.				
Savannah	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as a plains and a forest.				
Scabland	LAN	R	••••	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Scabland deals 1 damage to you.				
School of the Unseen	LAN	U	••	AI
Add to your pool. Add 1 mana of any color to your pool.				
Scorched Ruins	LAN	R	•••	WL
When Scorched Ruins comes into play, sacrifice two untapped lands or bury Ruins. Add four colorless mana to your mana pool.				
Scrubland	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as a plains and a swamp.				
Seafarer's Quay	LAN	U	••	LG
All your blue legends may band with other legends.				
Sheltered Valley	LAN	R	••	AI
When Valley comes into play, bury any other Valley you control. During your upkeep, if you control 3 or fewer lands, gain one life. Add to your pool.				
Skyscraper Forest	LAN	R	••	TM
Comes into play tapped. Add one colorless mana to your mana pool. Add or to your mana pool. Forest deals 1 damage to you.				
Soldier's Excavations	LAN	R	••	AI
When Excavations comes into play, sacrifice an untapped island or bury Excavations. Add to your mana pool. Look at the top of your library. You may put that card on the bottom of your library.				
Sorrow's Path	LAN	R	••	DK
Exchange two of opponent's blocking creatures. Whenever Sorrow's Path is tapped, it does 2 damage to you and to each creature you control.				
Stalking Stones	LAN	U	••	TM
Add one colorless mana to your mana pool. Stalking Stones becomes a 3/3 artifact creature permanently.				
Strip Mine	LAN	U	••••	AQ, 4th
Add to your mana pool. Sacrifice: Destroy target land.				
Sulfurous Springs	LAN	R	••••	U, 5th
Add to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.				

Sveynite Temple	LAN	U	•••	FE, 5th
Comes into play tapped. Add to your mana pool. Sacrifice Sveynite Temple: Add to your mana pool.				
Tabernacle at Pendrell Vale	LL	R	•••	LG
All creatures require an upkeep cost of in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.				
Taiga	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as a forest and a mountain.				
Teferi's Isle	LL	R	••	MG
Phasing. Comes into play tapped. Add to your mana pool.				
Thekolos Lowlands	LAN	U	•••	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Does not untap during your next untap phase.				
Thawing Glaciers	LAN	R	••••	AI
Comes into play tapped. Search your library for a basic land and put it into play tapped. At the end of your turn, return Glaciers to owner's hand.				
Timberline Ridge	LAN	R	••	IA
If any counters are on it, Ridge doesn't untap. Remove a counter from Ridge at end of upkeep. Add to pool and put a counter on Ridge. Add to pool and put a counter on Ridge.				
Tolaria	LL	U	••	LG
Add to your mana pool. During upkeep, remove banding or bands with other ability from target creature until end of turn.				
Tropical Island	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as a forest and an island.				
Tundra	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as an island and a plains.				
Underground River	LAN	R	••••	U, 5th
Add 1 to your mana pool. Add to your mana pool and take 1 damage. Add to your mana pool and take 1 damage.				
Underground Sea	LAN	R	••••	L, U, R
Add or to your mana pool. Counts as a swamp and an island.				
Undiscovered Paradise	LAN	R	••••	VS
Add one mana of any color to your mana pool. At the beginning of your next untap phase, return Undiscovered Paradise to owner's hand.				
Unholy Chisel	LAN	U	••	LG
All your black legends may band with other legends.				
Urborg	LL	U	••	LG
Add to your mana pool. Remove first strike or swiftness ability from target creature until end of turn.				
Urza's Mine	LAN	C	•••	AQ, CH, 5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.				
Urza's Power Plant	LAN	C	•••	AQ, CH, 5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.				
Urza's Tower	LAN	C	•••	AQ, CR, 5th
Add to your mana pool. If you have Urza's Mine, Tower and Power Plant in play at the same time, tap to add to your mana pool.				
Ver Townshipp	LAN	U	•••	TM
Add one colorless mana to your mana pool. Add or to your mana pool. Ver Townshipp does not untap during your next untap phase.				
Veldt	LAN	R	••	IA
If any counters are on Veldt, it doesn't untap. Remove a counter from Veldt at end of your upkeep. Add to your mana pool and put a counter on Veldt. Add to your mana pool and put a depletion counter on Veldt.				
Volcanic Island	LAN	R	••••	U, R
Add or to your mana pool. Counts as an island and a mountain.				
Volenth's Stronghold	LAN	R	•••	SH
Add one colorless mana to your mana pool. Put target creature card from your graveyard on top of your library.				
Wasteland	LAN	U	••••	TM
Add one colorless mana to your mana pool. Sacrifice Wasteland: Destroy target nonbasic land.				
Winding Wayson	LAN	R	•••	WL
Add one colorless mana to your mana pool. Until end of turn, you may play creature cards whenever you could play instants.				
Wizards' School	LAN	U	••	HL
Add to your pool. Add to your pool. Add to your pool. Add to your pool.				

KILLER COMBOS



Infernal Harvest and Land's Edge: You want infernal, ah? Lay's see. For two mana you can send a bunch of land back to your hand while offing your opponent's creatures. Then, thanks to Land's Edge, you can bury your opponent with your bumper crop, chucking the lands of him for two damage each. And this combo works even better with the new and improved Land's Edge which we hinted at in our Exodus feature...

DEAR ADVERTISERS,
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Always phone ahead before attending an event. Show information sometimes changes after we go to press.



ILLINOIS

JUNE 6-7, CHICAGO HEIGHTS

GREAT LAKES GAMES presents the EXODUS PRE-RELEASE. Olympia Plaza, 177 W. Joe Orr Rd. For directions, call (847) 222-1994. Sanctioned *Magic* Tournament & Convention. Everyone attending the GREAT LAKES GAMES EXODUS PRE-RELEASE will receive a Special Limited Edition Commemorative *Exodus* rare card, one *Tempest* starter and Three *Exodus* boosters. PRIZES: Include Boxes of *Exodus*, Trophies and T-shirts. Over 10 side-tournaments to choose from, all with *Exodus* product and *Exodus* prizes. Entry: Pre-register is \$17 or \$20 at the door. Dealer tables available. For other information or for other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

JUNE 20, CHICAGO HEIGHTS

TOY, BEANIE & GAME FAIR GREAT LAKES GAMES presents COLLECTORS FEAST & GAME FAIR, Olympia Plaza, 177 W. Joe Orr Rd. South of I-294/80 on Halsted to Joe Orr Rd. \$2 admission. Over 100 tables @ \$30. 8:30 a.m.-5 p.m. Featuring Beanie Babies, Toys, Star Wars, Star Trek, Sports Cards, Non-Sports Cards, Hot Wheels. Tournaments: Duplicate *Magic*. Call: Great Lakes Games @ (847) 222-1994 or e-mail ProTourUSA@aol.com.

JUNE 26, CHICAGO

COLLECT A CARD N COMICS Presents Type 2 M:76 weekly tournaments, 4065 S. Archer, Friday 7:30 p.m. \$10 entry. Great prizes. Also enjoy a great selection of singles at low low prices. Tournaments limited to 30 participants so your chances are always great. Coming up: MAY 8, store celebration tournament. First prize: Black Lotus (Beta); second prize: box of *Stronhold* or *Tempest*. For information and reservations, call us at (773) 523-5800 or e-mail CCMcomics@aol.com.

MASSACHUSETTS

JUNE 21, BOSTON

1,000 TOURNAMENT, Knights of Columbus Hall, 323 Washington St., Brighton. For directions, call (800) 852-2442. Play in any four sanctioned brackets; Type 1, Type 2, Extended or Sealed Deck. The top two players from each bracket will advance to an eight person booster draft finals for \$1,000 in cash prizes. Other events include an Italian *Legends* booster draft and 2-Headed Giant Sealed Deck. PLUS: Two Slot Qualifier for the *BattleTech* World Championship. Admission for Constructed brackets is \$17 in advance, \$20 day of show. For Sealed Deck bracket, admission is \$25 in advance, \$28 day of show. *BattleTech* Qualifier admission is \$12. Doors open at 9 a.m., and Sealed Deck bracket begins at 10 a.m. Constructed brackets begin at 11 a.m. *BattleTech* begins at noon.

JULY 11-12, BOSTON

VISIONS '98, Boston, New England's largest ever exposition of Gaming, Sci-Fi, Comics, Toys and Cards. Bayside Expo Center, 200 Mount Vernon St. Boston. Sanctioned *Magic*, *Star Wars* and *Star Trek* tournaments. Many guest stars: Jeri Ryan, Alexander Siddig, June Lockhart, Angela Cartwright, Maria Kristen, Mark Goddard, Erin Gray and many others. Autographs, vendors, auctions, raffles, entertainment, gaming, plus much more. For information, call (508) 896-7448, write Infinite Visions, Box 904, S. Yarmouth, MA 02664 or e-mail: tvisions@cape.com.

MICHIGAN

JUNE 6, 13, 20, 27 & JULY 4, 11, 18 & 25, AUGUSTA

TLC CARDS & COMICS, DCI Sanctioned *Magic* tournaments, Saturdays @ 10 a.m. Cost of Tournaments: Type II: \$10—June 13, 27 and July 11, 25. Booster Drafts: \$10 every Saturday following the tournament. Sealed Deck: \$20—June 6, 20 and July 4, 18. Call: Terry @ (616) 731-4660 or write TLC Cards & Comics, P.O. Box 415, Augusta, MI 49012.

MISSISSIPPI

AUGUST 8, JACKSON

BATTLECON '98, "LORDS OF THE SWORD COMPETITION", Holiday Inn SW, Highway 80W. The BattleCon "Lords of the Sword Competition" will award a total of \$3,000 in Fantasy Swords and weaponry to the 1st, 2nd and 3rd place players in each of its events which include: An AD&D elimination tournament, Sealed deck *Magic*/*Tempest* tournament, LSR CCG tournament and more. Dealer room and Video/Refreshment room will also be available. Preregistration is \$22 until July 15 and \$30 at the door, 9 a.m.-Midnight. Please preregister to insure your place in competition. This is an incredible tournament for serious players to win fantastic prizes. Are you up to the challenge? If so, visit our web site at www.msstate.edu/~dhh3, e-mail: dhh3@archive.msstate.edu, call (601) 324-9683 or write to us at D. Bridges P.O. Box 822, Starkville, MS 39760-0822.

MISSOURI

JUNE 6-7, COLLINSVILLE (St. Louis)

GREAT LAKES GAMES presents the EXODUS PRE-RELEASE. One Gateway Center. For directions, call (618) 345-8998. Sanctioned *Magic* Tournament and Convention. Everyone attending the GREAT LAKES GAMES EXODUS PRE-RELEASE will receive a Special Limited Edition Commemorative *Exodus* rare card, one *Tempest* Starter and THREE EXODUS BOOSTERS. PRIZES include: Boxes of *Exodus*, Trophies and T-shirts. Over 10 Side-Tournaments to choose from, all with *Exodus* product & *Exodus* prizes. Entry: Pre-Register \$17 or \$20 at the door. Dealer tables available. For other information or for other tournaments, call (847) 222-1994 or e-mail ProTourUSA@aol.com.

NEW JERSEY

JUNE 28, EDISON

\$1,000 TOURNAMENT, Ramada Inn, 3050 Woodbridge Ave. For directions, call (908) 661-1000. Play in any of four sanctioned brackets; Type 1, Type 2, Extended or Sealed Deck. The top two players from each bracket will advance to an eight person booster draft finals for \$1,000 in cash prizes. Other events include an Italian *Legends* booster draft and 2-Headed Giant Sealed Deck. Admission for Constructed brackets is \$17 in advance, \$20 day of show. For the Sealed Deck bracket, admission is \$25 in advance, \$28 day of show. Doors open at 9 a.m., and Sealed Deck bracket begins at 10 a.m. Constructed brackets begin at 11 a.m. *BattleTech* begins at noon.

JULY 26, EDISON

CHICAGO PRO TOUR QUALIFIER, Ramada Inn, 3050 Woodbridge Ave. For directions, call (908) 661-1000. Play in a *Tempest*/*Stronhold*/*Exodus* sealed deck tournament to qualify for a slot in the Chicago Pro Tour plus win \$250. Other events will be run all day including Type 1/Type 2 for \$150, Booster drafts with Italian *Legends* and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. \$22 in advance, \$25 at the door.

NEW YORK

EVERY WEEKEND IN JUNE & JULY, NANUET

WIZARD WORLD. The longest running tournament in Rockland! 1/4 mile East of the Nanuet Mall on Route 59 in the Service Merchandise Shopping Center. Type II madness every Friday at 6 p.m. \$4 entrance fee. Prizes for the top three competitors! Sealed deck and booster drafts on Saturdays. Arena league days every Sunday. Games Workshop Chapter approved. Free and dedicated gaming area for card and roleplaying games and two terrains for *Warhammer*, *40K* and *Fantasy Battle*. We will demo any game upon request. For further information, contact: John Donohue @ (914) 624-2224.

JUNE 6, SYRACUSE

EXODUS PRE-RELEASE, OnCenter, 800 South State St. For directions, call (315) 435-8000. Play in a Sealed Deck tournament with a *Tempest* starter deck and three packs of *Exodus*, the newest expansion for *Magic: The Gathering* weeks before its official release date. Everyone who attends will also receive a foil-stamped commemorative rare card from the set while supplies last. There will also be side events all day long with *Exodus* product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: \$17 in advance or \$20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m.

JUNE 6-7, NEW YORK

EXODUS PRE-RELEASE, Neutral Ground, 122 West 26th St., 4th Fl. For directions, call (212) 633-1288. Play in a Sealed Deck tournament with a *Tempest* starter deck and three packs of *Exodus*, the newest expansion for *Magic: The Gathering* weeks before its official release date. Everyone who attends will also receive a foil-stamped commemorative rare card from the set while supplies last. There will also be side events all day long with *Exodus* product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: \$17 in advance or \$20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m. each day. Preregistration is strongly recommended for Saturday.

JULY 25, SYRACUSE

CHICAGO PRO TOUR QUALIFIER, OnCenter, 800 South State St. For directions, call (315) 435-8000. Play in a *Tempest*/*Stronhold*/*Exodus* sealed deck tournament to qualify for a slot in the Chicago Pro Tour plus win \$250. Other events will be run all day including Type 1/Type 2 for \$150, Booster drafts with Italian *Legends* and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. \$22 in advance, \$25 at the door.

PENNSYLVANIA

JUNE 6, PHILADELPHIA

EXODUS PRE-RELEASE, Best Western Hotel NE, 11580 Roosevelt Blvd. For directions, call (215) 464-9500. Play in a Sealed Deck tournament with a *Tempest* starter deck and three packs of *Exodus*, the newest expansion for *Magic: The Gathering* weeks before its official release date. Everyone who attends will also receive a foil-stamped commemorative rare card from the set while supplies last. There will also be side events all day long with *Exodus* product including Booster draft, Rochester draft, Sealed deck and sanctioned team sealed deck. Admission: \$17 in advance or \$20 day of show. Doors open at 9 a.m., and deck construction will begin at 10 a.m.

JULY 19, HARRISBURG

CHICAGO PRO TOUR QUALIFIER, Radisson Penn Harris Hotel, 1150 Camp Hill Bypass, Camp Hill, PA. For directions, call (717) 763-7117. Play in a *Tempest*/*Stronhold*/*Exodus* sealed deck tournament to qualify for a slot in the Chicago Pro Tour plus win \$250. Other events will be run all day including Type 1/Type 2 for \$150, Booster drafts with Italian *Legends* and sanctioned team events. Doors open at 9 a.m. Deck construction begins at 10 a.m. \$22 in advance, \$25 at the door.

SOUTH CAROLINA

EVERY TUESDAY, FRIDAY & SUNDAY in JUNE & JULY, MYRTLE BEACH

THE DUELING GROUND, 4981 Hwy 707, Myrtle Beach, SC 29575. For details and directions, call (803) 293-1406. Sanctioned DCI M:76 Tournaments. Type, times and prizes vary. Sanctioned *Star Wars* tournaments, *Warhammer* and *Warhammer 40K*, *Shadowrun*, *RPGA*, *Warhammer Quas* and more! Free and dedicated gaming area. Soda, snacks, pizza, subs, great atmosphere! Vacation in Myrtle Beach and game with us! Call (803) 293-1406, fax (803) 527-0270, e-mail: jburch@scooast.net.

VIRGINIA

JULY 12, TYSONS CORNER (Washington D.C. area)

CAPITAL ASSOCIATES MONTHLY COMIC BOOK, TOY, MAGIC AND NON-SPORT CARD SHOW, Tysons Corner Westpark Hotel, 8401 Westpark Drive McLean, VA. Take exit 10 (Route 7 West) off I-495, 1/2 mile west on Route 7, hotel is on right. For directions, call (703) 734-2800. 90 tables available. Vendors: 1st table \$65, \$60 2nd table, \$55 3rd+ table, \$2 admission, children under 5 FREE. 10 a.m.-4 p.m. FREE parking. Buy, sell and trade: *MAGIC* and other gaming cards; gold, silver and new comics; independents; anime; figures; toys; BEANIE BABIES; posters; T-shirts; original artwork; non-sports cards, etc. Guests: Call Jeffrey Rozen @ (703) 912-1993 or e-mail: comicshow@aol.com. <http://members.aol.com/comicshow>.

INQUEST

GAMING MAGAZINE #40

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TOP 10 CARDS
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WIZARD
GROUP

Swansong

RICK SWAN'S UNIQUE TAKE ON THE WORLD OF GAMING

SHE LOVES YOU. YEAH! YEAH! YEAH!



Love Story

Ah, cruel love. So succulent the experience, so bittersweet the memory. Seems like it happens this time every year: A warm wind on the cusp of summer with just a hint of fragrance, a delicious aroma that fills the nostrils with heaven-sent ecstasy permeates my entire being. Then without warning, the feeling worms its way to the pit of my stomach and clutches my gut like an angry fist, flooding my soul with the poison of a thousand crushed dreams.

And it takes two, three, maybe even four belts of Pepto Bismol to beat back the remnants of that triple garlic burrito. Man, them boys is tasty, but they're hard to digest.

Anyway, while lying semi-conscious, waiting for the nausea to subside, my mind drifts back to another love, the love of a girl—no, a woman—her hair

like spun silk, her skin the color of cherry blossoms. Plus, according to the "Price Guide," she was worth \$6, which is nothing to sneeze at.

Her name: Serra Angel.

I can still hear her voice, soft as a summer rain.

"Oh, El Swano," she purred. "May I call you El?"

"Yes, darling," I said, pulling her close, caressing her cool flatness, my lips brushing her cardboard cheek. "By the way, are you really worth six bucks... and rising?"

"Yes, my sweet."

My heart beat a little faster.

Time evaporated in a whirlwind of bliss. What intoxicating memories! During the day, we picnicked in the park, strolled among the quaint bistros and little curio shops and pledged our undying devotion to each other with

gentle touches and lingering kisses. At night, we walked arm and arm on the beach under a starry sky, taking care not to let the moist sea air warp her back.

And then, as suddenly as it began, it was over.

The fateful day is etched on my memory, a day I shall never forget. No matter how hard I try, no matter how much I struggle to purge my heart of the dull throbbing ache, it never goes away.

It was a Tuesday. I'd been told to go home early at my job as human bait at Gator World. The gators were striking in solidarity with their brethren at United Parcel Service, so we all got to go home at three o'clock. I couldn't

wait to share my extra time with Serra. I went straight to her apartment to be with her.

It was a mistake. Then again, perhaps it was Fate's way of showing me the inevitable. Who can say?

I burst in without knocking. "Serra, honey," I said. "Good news!" My heart sank, and the life drained from my body as the scene burned into my brain, a scene I've replayed a thousand times, a million times, a scene from a nightmare.

Serra Angel was in bed. In bed... with an Atog.

I stood there, flabbergasted, not knowing what to do or say. Flushed with embarrassment, Serra scrambled for her clothes. The Atog slithered out from under the sheets, grinned at me, then pulled on his shorts and trotted for the door. I didn't try to stop him. I was numb.

Moments passed. Neither Serra nor I moved. Finally, after what seemed like an eternity, I spoke.

"Why, Serra?" I choked, a single tear rolling down my cheek. "Why?"

She stiffened and swallowed hard. "You know why. We're too different, you and I."

"You mean ...?"

She took a breath. "Yes. You're a game geek."

I was stunned as the icy chill of reality crept over me. I could see the truth in her eyes. The magic was gone, the flame of love that once had burned as bright as the sun had been snuffed out. Besides, she'd allowed herself to be groped by an Atog. I mean ... yecch.

Still, one question remained. "Serra ..." I began, fumbling for the words.

She softened. "Yes, El?"

Her pet name for me! I winced at the sound. But I had to go on. "Serra ..."

"Yes?"

"By any chance," I asked, "do you have Bayushi Kachiko's home phone number?"

Hey, can you blame a guy for asking?

Rick Swan eventually married an actual woman who, unfortunately, is not flat.



Courtesy of Everett Collection